

Codex

The Gauntlet's monthly RPG zine



SUNLIGHT

BRIGHT BEAMS AGAINST
THE ONCOMING GLOOM

IN A NEW LIGHT

A DUET GAME BY LAUREN MCMANAMON
AND KYLE THOMPSON

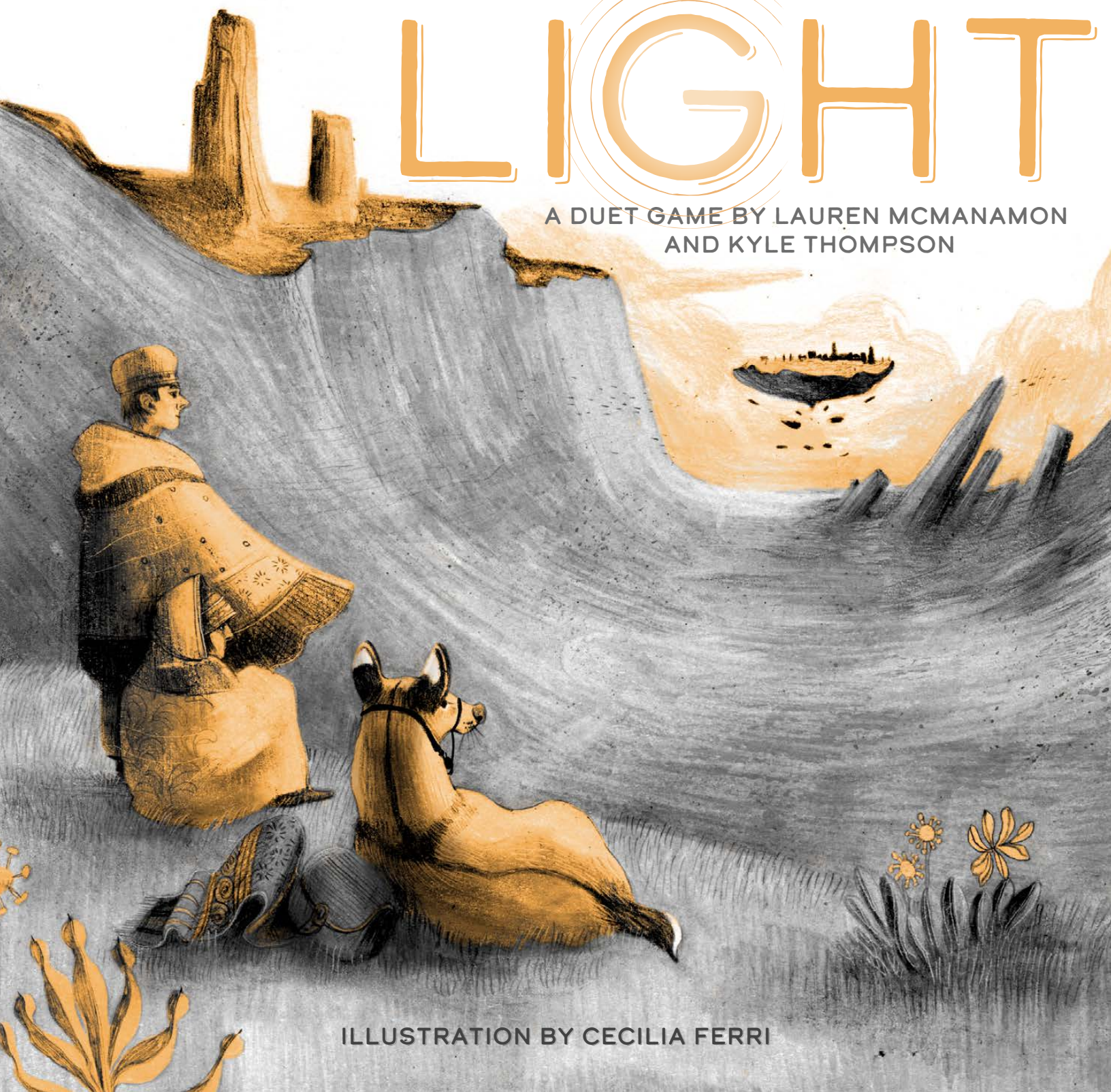


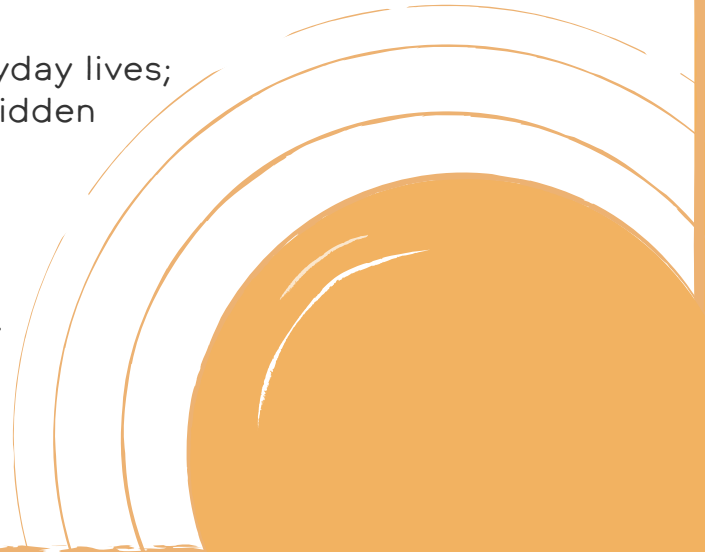
ILLUSTRATION BY CECILIA FERRI

When the sun rose that day, it cast strange rays of stranger hues.

Six new colours that now touch our everyday lives;
it is difficult to imagine they were once hidden
for so many millennia.

We knew our relationship to the sun
was changing in unpredictable ways,
but we never expected anything like this.

The sun illuminated a new future for us,
and we would make of it what we could...



IN A NEW LIGHT is a world-building and exploration duet game that blends solarpunk and weird fiction influences set in the near future. It imagines a world where a previously hidden range of the colour spectrum has become manifest and begun altering all aspects of existence. These six new colours are associated with the powerful icons that represent them, as well as qualities, activities, and modalities of existence.

THE SIX COLOURS

Some decades ago, the sun Dawned and illuminated the world with strange, new light. These colours fit outside our spectrum of understanding, and articulating their precise hue is high impossible. The world now soaks in their presence as they wax and wane throughout the seasons.

With these changes to our environment, we adapted and continue to adapt. Summer yields rich, turbulent hue that can be harnessed as energy to fuel new industries. Winter pastels pale in comparison, creating scarcity and greyscale mundanity.

The new colours have an opposition, much like contrasting colours on a colour wheel. The colours (and their opponents) are:

Rosper (like an impossible peachy blue sunset)	Falu (like redwood soaked with wine)
Glovus (rich like smoked gold)	Wenge (as disappointing as it sounds)
Octarine (the uneasy greenish colour of a ritualistic bog)	Volveret (the infinite dark of a starless sky)

Setting Creation

Both players collaboratively discuss and decide the following four steps:

1. **Choose** a region of our world.
2. **Identify** three persisting continuities about its environment and life. When identifying continuities, think about what is important to that region, such as *agriculture, dance, language, stories, finance, gun ownership, the chinook wind, the changing of the seasons, floods, or the cold of winter.*
3. **Interpret** the hues (See below)
4. **Create** six luminaries representing the six colours of the new light (see below).

Interpret the Hues

We associate these new colours with certain meanings, as we did with other colours before the Dawning. For many of us, Red is anger, passion, blood, love; Blue is calm, seas, sadness, cold. We make sense of our world through colour.

Discuss and write down two to three traits or symbols associated with each colour. Rosper may be associated with luck and aspiration, while Wenge could be associated with longevity, endurance, and melancholy. Find the traits that feel true to the culture of the region you've chosen.

Luminaries

Luminaries are the characters each player will portray or embody in the scenes of play. These characters can be:

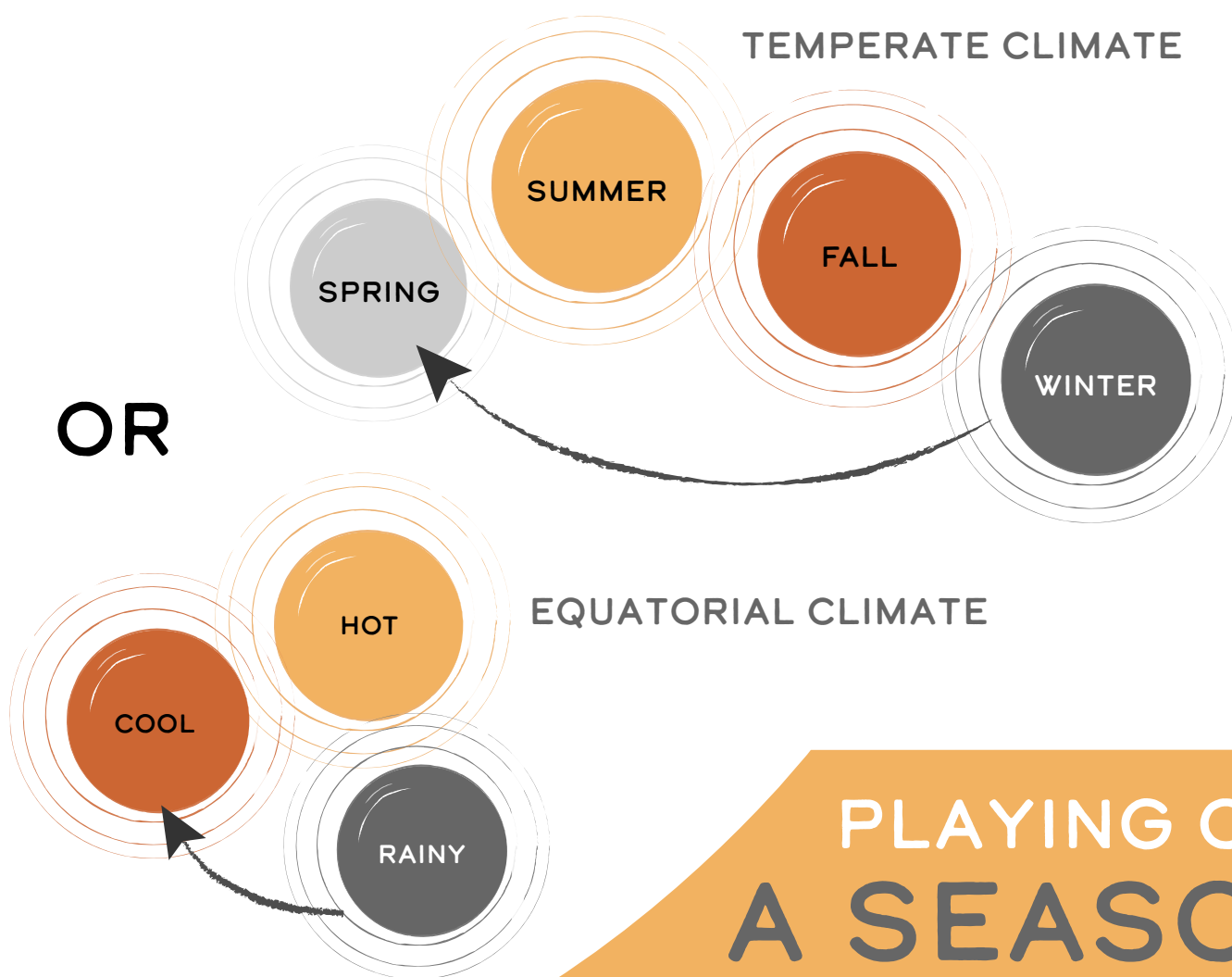
- **Humans** (Individuals or groups)
- **Flora**
- **Fauna**
- **Landforms or watercourses**
- **The icons of the new light**
- **Prominent parts of the built environment**

Each Luminary should have at least one **attribute**, a trait that represents how they look or act, a **colour** of the new light and the traits it represents, and at least one **desire**, something they specifically want to achieve.

*Wellington is New Zealand's capital city, and is subject to intense, changeable winds over the year. The City constructs various wind sculptures to harness its power. The Wellington wind is **erratic** and **restless**. It **wants to** sculpt itself into the rock and stone to create monuments in its own name. It associates with **Falu**, which represents indulgence and confidence.*

SEASONS

Each stage of play in the game represents a season, which the players develop by playing out two scenes between luminaries. To start, select a seasonal cycle that matches your region. For Example:



PLAYING OUT A SEASON

Each season consists of two scenes before advancing to the next season. A season follows these steps of play:

FIRST SCENE

1. CHOOSING LUMINARIES
2. EVENT CREATION
3. PLAYING THE FIRST SCENE
4. CHRONICLE WRITING

SECOND SCENE

1. CHOOSING LUMINARIES
2. EVENT CREATION
3. PLAYING THE FIRST SCENE
4. CHRONICLE WRITING

SEASON ADVANCEMENT

Choosing Luminaries

To start, use a randomizer of your choice to decide which player will play the **active luminary**, who will express their desires in the first scene. The other player will choose a **responding luminary** who will interact with them according to how their desires align in the event.

In the second scene, active and responding roles are reversed between players. The new active player chooses an **active luminary**, and the other player chooses a **responding luminary**. These may be the same luminaries as the players embodied in the previous scene, but their roles change with those of their players.

Event Creation

Each scene is focused on an event. The event is the moment when the active luminary attempts to achieve its desire and engages with the responding luminary. It is the basic conceit of the action in the scene.

Some examples of events:

- A birth
- A revolution
- A famine
- A warm and lazy day
- A festival
- A harvest
- A blackout
- An embrace

Playing Scenes

Scenes explore what the luminaries want, and how their action shapes and changes the region. They play out according to the following steps:

1. The active player puts forth **what the active luminary wants** from the scene.
2. The responding player responds according to **the desires of the responding luminary**. They can accept the active luminary's desired outcome, suggest an alteration or modification to the desired outcome, or veto the scene.
3. **If a scene is vetoed**, players choose new luminaries and pick a new scene. If both players agree on a scene, they move on to the next step.
4. **The players embody their luminaries** and play out the scene to show how the luminaries come together to realize the desire in the event.

Freely play out the scene according to the game's Principles. Conclude the scene once the realization of the outcome has been clearly portrayed.

Chronicle Writing

Once the scene concludes, the players collaboratively write one to two sentences describing the season and what happened.

The Wellington Wind of Falu and the Wild Harbour of Ververet—Summer

The Wellington wind embraces the wild harbour tide to conjure mighty capped waves. The smell of salt and grit is strong as the Falu wind and Ververet tide overcome the man-made structures. They carve eerie constellations of deep Falu into a field of Ververet upon the coastal rock—a portent of prophecy.

Season Advancement

After the chronicle has been added to with both scenes, play progresses to the next season. At this point the players may want to discuss any changes to the world they might want to make. Check each Luminary's desire to see if it was achieved, is now impossible, or needs revising. If so, create a new desire for the Luminary. Feel free to use the upcoming season as inspiration for the new desire.

PRINCIPLES

Here are some general principles for playing the game:

MANIFEST EVERY LUMINARY'S ATTRIBUTES, DESIRES, AND COLOURS. Don't let these details sit inertly on the page, use them to fuel vivid description in each of your scenes and think about how they interact with one another.

RECALL ALL THE SENSES. Quite reasonably, we usually think about light in visual terms, but this strange new light can be quite synaesthetic, engaging all of the senses together. Imagine the thickness of the long rays of sunset, or the fresh smell of the spring midday sun.

LET EACH DESCRIPTION COLOUR THE OTHERS. Callbacks and foreshadowing are staples of good tabletop roleplaying, so let each luminary colour the others to make an experiential gestalt out of the scene.

MAKE THE NOVEL STRANGE. Remember that the new light is not just colouring the world, but shaping it according to new patterns and desires. Think about how climate change is overturning patterns of life we have taken for granted in unexpected ways, and then make that experience of defamiliarization even more fantastical.

SPEAK FOR THE NON-HUMAN Focus on the non-human luminaries, what they want, and how they behave. Most of our existing TTRPGs centre strong-willed individuals seeking to act upon a passive backdrop of the world. How do those stories change when backdrop becomes living foreground, like in Van Gogh's *The Starry Night*?

THE STAR TREE

AN
ADVENTURE
SETTING FOR
DUNGEON
WORLD

A COMPENDIUM OF MAJOR
LOCALES, GEOGRAPHY, PEOPLES
AND CREATURES OF THE THE
GREAT STAR TREE AND THE
DARK PLAINS

BY BRUCE RUSK & SCOTT MORGAN
ILLUSTRATIONS BY AMANDA LEE FRANCK



LORE

The Star Seed drifts through the cosmos, plummeting out of the ether and embeds itself deep beneath the soil and bedrock. The impact shatters the land. Nearly all life is extinguished in a 100 mile radius.

Life crept back to the area slowly. Men and their ilk were gone, fearful of this blasted land. Nature flourishes. An amazing and mysterious blush of fertility overcomes the area around the impact crater, affecting both flora and fauna.

A tree emerges from the crater. No sentient creature witnesses its early growth. A year later, the settlements in the distance notice an odd cloud on the horizon. But it's no cloud. It doesn't move. The odd anomaly attracts the curious and fearful alike, and they arrive to the wonderment of the great tree rising high into the sky. Its branches have already spread for miles out from the trunk.

The wildlife has been transformed as well. Bizarre flora and weird creatures abound. Mutations appear with regularity. Plants grow in chaotic proliferation, and crops in the area return two or three times their expected yield.

New settlements spring up around the tree as it attracts a multitude of curious onlookers, scholars, and those seeking opportunities for coin. Some bore into the trunk to carve out living space, soon realizing the still-growing tree is slowly taking their home skyward.

In a year, there are thousands of people living on, in, and around around the tree, reaping the benefits of crops that never fail and abundant wildlife. But they soon realize the tree isn't finished growing. The towns around the trunk are pushed aside as the massive roots stretch out across the countryside. Folk watch helplessly at the slow death of their homes and holdings as, over days and weeks, they are slowly lifted up and broken, the roots rising like mountain ranges radiating out from the trunk.

Still it grows. They build into the trunk, carving a great road spiraling around it to explore and build among the branches. The dwarves and elves soon learn to harness some of the exotic properties of the tree. They learn to shape the living wood, and help build cities among its branches and even on the very trunk. Up above, alliances are formed as factions vie to reap the bounty of nature and commerce.

The tree reveals secrets wonderful and deadly as it rises ever higher and matures. It changes its inhabitants in various ways. It attracts a menagerie of beasts of every kind.



The great canopy spreads out. The climate starts to change as the land below is cast in shadow. Eventually, the sun can no longer be seen from the ground at the base of the tree, as canopy blocks the entire sky above, blotting out the horizon. They call it Everdark.

To see the sun from the tree one must climb, and climb, and climb, up to the roof of the canopy and through. Into a realm of cold wind and thin air, where massive flying beasts comb the open sky above, also reaping the bounty the tree has provided.

In the gloom, the fungi begin to flourish. Nocturnal species thrive and diurnal ones adapt.

In the dark, everything eventually changes.

IMPRESSIONS

THEMES: SCALE, DARKNESS, GRAVITY

First and foremost, express the massive scale of the tree. To provide perspective, its canopy is the size of Texas. It's a continent on a stick. Forests sprout from the branches and native ground plants root on every surface where they can find purchase. Forests within forests. However, it's still a tree. The feeling of great openness and elevation are inescapable.

It's dark. In a radius of many miles of the tree, it's permanent inky night. Within the canopy there is no sun, only the light of fungi and iridescent plants and animals, and the usual things, like lamps and candles.

Stuff falls. Unless you are in the upper reaches, there is stuff above you always. Gravity is ever present, and things fall constantly.

There are millions of souls and far more creatures living in the tree, but most of it is unexplored and uninhabited.



DOWN BELOW



ROOTLANDS

Below the tree is a vast dark plain teeming with life, and opportunity for adventure and peril. The seven great roots spread out from the trunk like mountain ranges, their knurled arms stretching outward for many miles and rising thousands of feet overhead. This new terrain created climatic zones and new ecosystems as weather patterns changed. Redirected drainage and erosion created deserts and wetlands where they never existed. The vast open spaces between the roots, and the massive roots themselves house thriving communities, including the Fungal College, and Darkhaven, the gateway to go up-tree. The Fungal Forest lies to the East, and to the West, ominous Black Lake.

EVERNIGHT

The innermost circle of the great shadow. No light penetrates here, but life abounds. The valleys of the Rootlands are home to thriving communities of all common folk—and some not so common—in the world of sunlight. Gnomes, goblins, and other former deep dwellers have established and thrived on the darkened surface. Outside of well-populated areas, the environment is strange and unpredictable.

SHADOWLANDS

The twilight world of the Shadowlands, where the dark bleeds into the light. A place of shifting qualities of light that trick the eye and befuddle the mind. Subtle predators roam the deep shadows, and gangs of brigands scour the lonely places to waylay unwary folk. Less inhabited than Evernight or the world of the sun beyond, it can be a wild and dangerous place for those traveling to and from the tree.

DARKHAVEN

Perched at the base of the Spiral Road, Darkhaven is a rough frontier town where drunks and thieves rub elbows with nobles and working class stiff. The population is always shifting, as families emigrate from the Shadowlands, and those with the means move up the tree. Crime is rampant, and justice is harsh and sometimes not fair. There is a sharp divide between the surface Darkhaven and the subterranean city. The surface is both slum and marketplace; tenement and taverna. In the earth, and in the root, is where the money winds up. The wealth in the deep levels does not move up the tree, but has been there almost since the beginning, and the wealthy there know how to squeeze every drop from the surface. At the deepest levels, the root dwarves have slowly moved onto the scene, carving large caverns for their fungal products for barter, and their rootling gardens.

NOTABLE PLACES IN DARKHAVEN:

MOTHER KUNK'S HERBARARIUM

A shop for potions, salves, greensap products, and fungal concoctions of every known variety. It features moderate prices and mostly acceptable quality. Nobody knows if Mother Kunk is a real person or just a fictitious front character.

DABEN'S BAZAAR

A sprawling open air market operated by the elderly wizard Daben and his crew of trained, intelligent, giant spiders. Known for the most bizarre, fringe products available in Darkhaven. Daben, with his arachnoid minions, maintains his own law and order within the Bazaar, although his methods are questionable.

THE WOODSTONE ALLIANCE ROOT BRANCH

The smallest branch of the Alliance, they basically attempt to keep some semblance of order and protect free and open access to the Spiral Road.

UNNATURAL FEATURES

FUNGAL FOREST

Perhaps no species benefited from the great shadow more than the fungi. They grow everywhere, often to the size of trees. Within the vast forests of fungi to the East, a group of sages discovered some had become enriched with arcane energy of an unknown nature. In some cases, it amplified the natural properties of the flora; in other cases, it changed them in powerful and bizarre ways.

BLACK LAKE

Everything flows downhill, they say. In the tree, it ends up in Black Lake. From rainwater to beer, if it's liquid, it will eventually flow into the lake. The black churning depths give off blinding fumes and vapors that can take your breath away. Strange currents and geysers of foulness erupt from its oily surface. Still, life

flourishes. Insects of great size are found there, and the broad glistening backs of unknown creatures sometimes break the surface.

THE DROSS

Between the two northernmost roots lies a bizarre wasteland of chaos and debris. Under an edict of the Alliance, refuse and waste from up above is directed through ramps and chutes off the Northern side of the tree, where it collects. The almost constant northwind beats up against the great roots as well, as winter storms and gale winds bring debris hurtling down the frozen plain. In the spring, the melt-off brings wet, sludgy flows that carry anything that gets caught in their path. It all piles up in the Dross, making an inhospitable place for most to venture.

THE NEST

Situated at the apex of the trunk is a massive valley that holds the largest steading in the tree, the Nest. Within the sheltered hollow where the seven major branches begin, the city supports millions of citizens of every race and every economic strata, and its location makes it a central trading point for the entire tree. Huge, egg-shaped buildings dot the city of squat, squarish blocks; thin, spiral towers; and short, domed buildings. As with all steadings uptree, a network of ramps, bridges and catwalks weaves a complex web in and above the city. Order is well maintained by a large Alliance force and a swift-moving justice system. There are numerous districts within the Nest, ranging from dense population, to strictly merchant territory, to the large guard towers and yards that ring the outside of the city. Wild rumors about a homeless population abound, yet none are ever seen.

While in the Nest be sure to visit:

GILDENHEW

Gateway to the upper branches, and home of the Woodstone Alliance. A citadel of stone towers and wooden domes greets new arrivals to the Nest. Traffic coming in and out is carefully watched. The Alliance doesn't let just any riff-raff up-tree—they have enough already.

THE MUNICIPLEX

The largest egg building sits in the very center of the city; this is the city operations center, where every government body and action take place. It is impossible to know how many rooms there are in this building, as they seem to appear and disappear with regularity. The only person who can tell you where every office is located and what you need to know is Malanx, an elf who has been with the Municipex since it was built, and who seems to have an otherworldly connection to it. Malanx sits at her desk in the center of the first floor, and directs traffic into and out of the building.

STONECUTTER BREWERY

The Stonecutter stronghold is a massive granite fortress rising high above the nest. These doughty folks' primary enterprise is their brewery which supplies fine beverages for thirsty folk throughout the tree. Massive pipes run for miles to bottling facilities and major establishments.

DIGGER'S SQUONK RANCH

Squonks are the most common form of transportation up tree, and Digger has the biggest squonk ranch around. Digger raises some breed stock, catches and breaks wild bucks, and sells them all from his sprawling ranch on the city outskirts. Once per year, Digger holds a massive trade show where other dealers come to buy sell and trade breed stock. Digger usually makes out the best.

A BUSTLE IN YOUR HEDGEROW

When you come to a clearing in Midwood, roll 1d12 to see what you discover:

1. A village among the branches.
2. A playful squonk blocks your path. He has a saddle but has lost his rider.
3. A dead-end at a broken bridge.
4. Three elves covered in black linen except for their eyes. They wish to trade.
5. An Alliance checkpoint.
6. A spider egg farm run by goblins.
7. A massive dead creature fallen from above. A host is feasting on its fresh remains.
8. A ladder going up into the darkness.
9. An explosion of rooks from the brush... then silence.
10. A grove of giant, glowing mushrooms.
11. A hermit who's been wandering for years.
12. An abandoned greensap mine with many branching tunnels.

FUNGAL ENHANCEMENTS

When you breathe in strange fungal spores, roll 1d6:

1. You are violently ill for several minutes. Mark Sick until you sleep.
2. You fall asleep and can't be woken by any means. You wake after 6 hours, feeling refreshed.
3. You glow with a pale green luminescence and you can see in the dark. Persistent. Curable.
4. You are infused with unnatural vigor. Take +1 ongoing to DEX and STR moves until you sleep.
5. You cough and exhale a cloud of spores. Anyone breathing it in takes 4 HP poison damage. You are immune to its effects. Persistent. Curable.
6. In a few minutes, an itchy bump appears, and shortly thereafter, the first tiny black toadstool erupts from your skin. A few more appear every hour. A day after sprouting, each cap falls off. Pulling one out hurts like mad and causes 1 HP damage. Your Charisma is 6 while affected by this condition. Persistent. Curable.

Tags: *Persistent* means the effect lasts indefinitely. *Curable* means just that.



FACTIONS

WOODSTONE ALLIANCE

The pragmatic elves and commerce-minded dwarves formed an alliance in the early days of exploration. Their best arcanists and transmuters learned to harness the rare and precious greensap, and an empire was built. They are the de facto law and provide public works in much of the populated tree regions. While their work benefits everyone in the tree directly, their authoritarian tactics are not always popular. Their block and branch sigil can be seen everywhere.

KESHARI

Before the tree came, the tribes of the Keshari ruled the desert plains to the West. A vast number of their people fled the dwindling sunlight. Others went up, and adapted to the heights. Master horsemen on the ground, they discovered new mounts in the huge red eagles. Despite their reputation as fierce warriors, the Keshari people are generally peaceful and are known to be friendly and open.

ELVES

Elves fall into three general groups: Alliance elves, “free” elves and the elves of Loran Alda, the closed city.

Alliance elves are just that. They live within Alliance settlements and work for the Alliance.

“Free” elves aren't any more or less free than their fellow elves. They are scattered about everywhere and there are many large elven communities. They are generally social and mingle with the rest of tree society like everyone else.

Elves of Loran Alda

The elves of the closed city are hardened xenophobes. Early in the darkening, they claimed a massive branch and walled it off. The only non-elves that are allowed to enter this realm are servants and laborers. Their steading is impenetrable by anything but a siege force, and those caught sneaking in do not fare well. They maintain a marketplace outside their holding, a popular stop for those seeking poisons and exotic herbifacients of all manner, and wooden weapons of exquisite quality.

THE PURPLE CLAW

A collection of thieves and assassins from all walks of life. Their symbol is a twisted skink and they stamp it on every location they hit. Not known for any specialty, or fear of reprisal, the Purple Claw strikes whenever and wherever they please. They hold much respect among the people for their role as the Alliance's biggest headache.

THE STONECUTTERS

A clan of dwarves committed to maintaining traditional dwarven culture in the tree. When the ascension began, these folk took their stone with them. For over a century they have been hauling stone up into the branches and building.

GOBLINS

The much-maligned and sun-shy goblins thrived in the newfound darkness, establishing communities and making efforts to assimilate with their new neighbors above ground. Before long, they were part of the great community of tree dwellers and traveled up in the branches where their small, agile frames proved perfect for navigating through their new arboreal home.

THE FUNGAL COLLEGE started as a confederation of sages who came to study the tree and the land it had changed. Those wishing to study or obtain an apprenticeship are welcome to apply. Beneath the great libraries and lecture halls lie the laboratories, essence chambers, and mutation vats where they manipulate and twist nature with the help of greensap and rare fungal decoctions.



THINGS SOMEONE DROPPED

When you find an item in the underbrush, roll 1d6:

1. SHRAGGA-TAI

A Keshari spear tipped with the jawbones of a shragga, razor teeth included.

2 piercing, reach, messy.

2. LORAN ARROW *(bundle of 3)*

A bundle of wooden-headed arrows crafted by the Loran Alda elves. Removing the vicious, triple-barbed head causes the victim an **additional 1d4+1 damage from bleeding. Messy.**

3. STONECUTTER BREW

A jug of fine dwarven beer.

Restores 1 HP when consumed. Tasty.

4. ANTI-FALLING CHARM

A charm that detects when the wearer is falling and renders them nearly weightless. It can save you, but it can take a long time to float down.

5. LEAFY CLOAK

A mottled brown and green cloak woven of fibrous leaves; grants the wearer the Ranger move, **Camouflage.**

6. WOODSTONE ALLIANCE MEDALLION

One of the medallions used to identify members of the Alliance; grants access to Alliance holdings. These are serious and valuable contraband.



A WORD OR TWO ON SAP

Sap plays a big part in life in the tree.

Specifically, what they call greensap, literally the lifeblood of the tree. It is precious and deadly. To retrieve it requires boring thousands of feet into the heartwood. Direct exposure to it, even its immediate vapors, is deadly to almost all living creatures. When the tree was young, the greensap was close to the surface and it infused the air, water, and earth, causing wild mutations and new species to emerge. The WoodStone Alliance is the only supplier. As yet, only they have the means to safely collect, handle, and refine it.

Its distant cousin is filtered through miles of wood before it emerges close to the surface. They call it springwater, clearsap, or just "clear." It comes out of any cut beneath the bark and into green wood. It can sustain a creature/person for a few days if they can't find food or water, but it can be very difficult on organs. Prolonged consumption can have unpleasant side effects.



DENIZENS FAIR AND FOUL



ROOK

Small, Flying, Intelligent

Peck (1 damage)

1 HP // 0 Armor

Special Qualities: Intelligence, limited speech

The friendly and gregarious rooks are everywhere. They inhabit virtually every region from the ground to the uppermost branches. They are commonly kept as pets, and create close bonds with almost any creature they take a fancy to. Instinct: Be curious

- Gather in flocks
- Collect pretty things
- Bond with someone

Animal Companion

Rooks make excellent companions. They have the following companion stats: *Ferocity+1 Instinct+2 Cunning+2*

SQUONK

Large, Social, Chaotic

Bite (1d8 damage, forceful)

16 HP // 3 Armor (*thick fur and hide*)

Special Qualities: Agile, easily distracted

The cow-sized squonk is the result of the advanced evolution of common red squirrels.

In addition to their size, squonks have developed prehensile tails that only increase their amazing agility and speed in the branches. Weighing in at up to 600 lbs, a scampering squonk has been known to unwittingly cause incredible devastation in settlements. They are heavily domesticated and popular mounts, though they can be unreliable. Instinct: Forage and play

- Carry someone
- Scamper though the branches
- Act unpredictably


HOUGHAKU

Small, Shy, Herd

Kick (1 damage, piercing)

3 HP // 0 Armor

One of the most common creatures in the tree and below. This miniature black deer has adapted hook-like front hooves that let it run on near vertical surfaces. They move in herds on every level of the tree and rootlands, sometimes in the thousands and are a major food source. Instincts: Forage and flee

- Gather in numbers
 - Graze
 - Run away
- 

ROOT DWARVES

Intelligent, Organized

Weapon (1d8 damage, poison)

8 HP // 2 Armor

*Deep beneath the earth, a community of subterranean dwarves lived unknown and undisturbed. But the roots of the tree invaded their cavernous homes, and the deep dwarves were themselves changed by the tree. Now part dwarf, part fungus, the root dwarves come to the surface, and to the subterranean steadings of the tree, to trade, or to pillage. They have lost the art of metalwork and forging, and instead grow fungus for alchemical purposes. **Instinct:** Delve and dig*

- Protect the homeland
- Trade for metalwork
- Sprout

BOREMITE

Huge

Bite (1d10 damage, forceful)

16 HP // 1 Armor (rubbery hide)

Special qualities: Mindless

*Once common termites, through magic and the power of greensap the Alliance mutated them into massive wood boring herd beasts. They feed on the tree's green outer flesh and are used to carve and cut the tree to suit their needs. They excrete pure wood pulp mixed with digestive mucus that hardens into a stonelike consistency. Boremite feces is the foundation for much of the construction in the tree. **Instinct:** To burrow*

- Trample

RED EAGLE

Huge, Social, Intelligent

Talons (b[2d8]+1 damage, 1 piercing)

10 HP // 1 Armor

Special qualities: Empathy

*The red eagles stand 7 feet tall and can easily carry a mounted rider. They are highly intelligent and have excellent darkvision. These great birds were one of the first species to settle in the tree. The Keshari bonded with them and the two have coexisted ever since. The combination of rider and mount makes them the deadliest of foes among the branches. **Instinct:** To swoop and soar*

- Attack from above
- Carry a rider into battle

SHRAGGA

Fast, Aggressive

Rending jaws (1d10 damage, 2 piercing)

8 HP // 1 Armor (leathery hide)

Special qualities: Mindless

*One of the most feared creatures in the canopy. Some say it evolved from a bird, some say from an insect. A beaklike jaw full of razors on six segmented legs and a thin flexible body. It doesn't necessarily try to kill you, it just starts eating you while you fight it. Generally solitary but they will group-up to hunt. Its legs hinge almost 360 degrees, allowing it to move in any direction through the foliage as smoothly as a fish in water. The Fungal College has offered a bounty of 5000 coin for a live specimen. **Instinct:** Feed*

- Attack with speed
- Overwhelm prey

the Election of

The Wine Queen

A Digital Black Box
Live Action Online
Game (LAOG)

By Gerrit Reininghaus

Illustrations By
Melanie Philippi



Summary

This is a live action online game, a laog.

It's a larp, but played online and makes use of video conference technology. The Wine Queen Election is a larp by Silvia Ochlast and Björn Butzen. It's a short chamber larp about a wine queen competition in which the players play promising candidates and the jury of this traditional German rural event. Who will be the next wine queen representing the region for the next year at national fairs? How will this year's competition change the village for the better—or the worse? You can find the German pdf of the game with many other amazing larps in German and English on www.minilarp.de.

As a metatechique, the larp uses singing: a drinking song can be brought into any scene at any time to violently break the mood.

Players are also supposed to drink wine (or water, if you prefer) while playing.

The song, Ein Prosit, can be found here: <https://youtu.be/bYpKKhBgzEw>

Genre:

Contemporary drama

Number of Players:

4-6, designed for 5

Emotional Impact:

Potentially high

What You Need:

A bottle of win and glass per player, a playable recording of Ein Prosit





Introduction

Digital Black Box and laogs

This is the digital black box version of this larp. That means we play it with several laog (live action online game) elements but don't assume to be separated through video conference technology in character, as in other laogs. If you want to learn more about laogs, read the laog manifesto: <https://tinyurl.com/laogmanifesto>.

We will frame scenes, but as soon as we are in the scene, we are 100% in character. There will be meta techniques helping us create our story and we will make use of a group chat for out-of-character discussions while in a scene. Safety techniques are available and will be introduced at the beginning of the game.

Being 100% in character means you can't describe what your character is doing as in other tabletop roleplaying games. The black box format forces us to think in terms of dialogue, monologue, and using our voice and gestures to the fullest extent. Establish facts in the world around you by letting your character refer to it: "Oh no, Kiki has arrived—and she's wearing the same dress as me!" When your camera is on, you are in character.

Tone

The tone we are aiming for is serious and dramatic. There could be larger-than-life and comedic elements, but the tragedy of the events unfolding will always draw the tone back to the fact that the tradition being celebrated is dying, and the wine-growing regions and their pride are slowly decaying. We play this game with full respect towards the people and traditions in real life who have inspired the story, and we will also pay respect to our characters by portraying them honestly and with an open mind.

Welcome to Himbeldorf

The (fictitious) town of Himbeldorf is celebrating its annual wine queen election. Three promising candidates will be challenged in a series of tasks by our jury to test them on their capability to be an international representative of Himbeldorf and its high quality wine.

Among the jury we'll have:

- **Andrea(s) Bickelberg**, the most successful business person of the region and quite a charm.
- As moderator for the show we are lucky to have **Anton(ia) Daubern**, from the Daubern Gut, the most prolific winery of the whole region.
- Our candidates this year will soon tell us more about themselves. But for now, let's welcome **Emil(y), Jona and Frank(a)**!

Any role can be interpreted as any gender. The title “wine queen” doesn't necessarily specify a gender. Players can decide they prefer the title “wine prince” or similar—again, no matter which gender you play. If you would like to follow some guidance on gender assignment of the characters, I recommend: Andreas (m), Antonia (w), Emily (w), Jona (w), Franka (w).

More general information about wine queens

If you are interested in real life wine queens and their election process (though more focused on the higher tier, national level process), please see the resources below:

https://en.wikipedia.org/wiki/German_Wine_Queen

First male wine queen portrait: **<https://youtu.be/dMLyPAhgSVE>**

Election of the wine queen of Palatina: **<https://youtu.be/y46-cprE8Ds>**

Safety & Subject Matter

We play with the X-card or a similar safety technique.

In terms of potentially challenging subject matter, the following points should be discussed with the group. As the facilitator, discuss before the session or, at the latest, the beginning of the session, how the group wants to handle the following topics. It would be best if feedback is possible both anonymously as well as through a group discussion, as people prefer different ways to communicate issues for various reasons.

Subject Matter

- This game can be about alcoholism and its dire consequences. It is possible, though, to avoid the topic.
- The game allows for actual drinking by players as a meta-technique (see below for details). However, the game doesn't break when this meta-technique is left out.
- The game can contain shouting and (passive-aggressive) player versus player behaviour. As a laog, the intensity might be slightly higher than in a tabletop RPG in which, for example, dice rolling opens opportunities for pressure relief.
- The game can be about family drama, which could include domestic violence, abusive relationships within families, and mental illness. None of this is necessary to make the game work. Use the X-card as needed.

How to anonymously raise your voice online

One way to do this as a facilitator is to create a **rollforyour.party** virtual gaming table. In this online tool, written by Shane Liebling from The Gauntlet, it is possible to create anonymous pop-up windows. That way, you can gather subject matter to be excluded before the game or participants can raise concerns anonymously. While in the game, the pop-up windows are a perfect way to raise the virtual X-card if you don't feel comfortable doing so in person. The window usually appears in front of everything else on every player's screen. Ask your players not to close the rollforyour.party browser tab in the case you plan to use this feature.

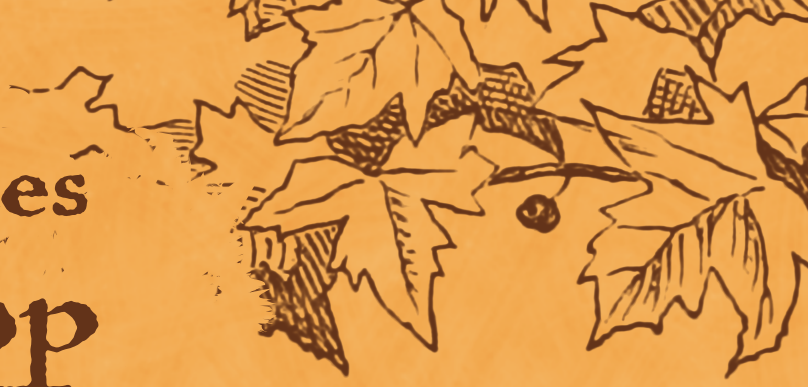
Responsibilities

For this game, we would like to share certain roles and duties usually associated with the facilitator of the game. By default, all roles are in the hands of the person who brought the game to the group.

Facilitator, ask the table if somebody would support you by taking over one or more of the roles and duties. Keep whichever role or duty you prefer.

Responsibilities <i>(multiple roles possible, but better distributed)</i>	Player
Orientation: Welcoming and introduction, character assignment moderator, overview of the game	Facilitator
Time: Setting a timer; reminding in chat when time is getting short	Any Player
Tech Help: Help desk for technical difficulties; be available in chat, email	Any Player
Rules: Help desk for rules clarifications; be available in chat	Any Player
Debrief: Moderator for the debrief; a procedure is provided	Any Player
Online Docs: Keep online docs & tools up-to-date and clean; write down the planned scenes	Any Player

Meta-techniques & Workshop



We have a couple of meta-techniques in play. Meta-techniques are elements that operate at a player-level instead of a character-level..

Some we will practice together before play. Others we need to decide together if and how to use them.

Drinking

Part of this game is about wine and drinking wine. Wine is part of the cultural heritage of the region of Himbeldorf. Wine and the consumption of alcohol are also part of the current problems in Himbeldorf. To respect these two important aspects, we want to represent wine drinking in the game. We do so by having a bottle of wine and a wine glass next to us. As often as possible, we will toast to each other by visibly bringing the glass close to the camera and cheering "Prost!" or "Zum Wohl!" Refill your glass with your microphone on, and do so close to the microphone—even when you are not in a scene. This will give your fellow players acoustic feedback even when your camera is off.

As a group, you need to decide to what extent you make this meta-technique "real."

If someone is uncomfortable with giving the drinking of alcohol such a space in the game, skip this meta-technique.

If someone is uncomfortable with others drinking alcohol in a game, everyone use water instead.

If you are uncomfortable with drinking alcohol, replace your wine with water.

It's everybody's responsibility to be a good gamer until the end of the game. Don't drink so much that you can't guarantee being a good gamer. A gamer in this context is someone who is fully present for everyone else and brings their best play to the game.

If you haven't done so yet, now is a good time to collect opinions on this topic. Give the option to offer opinions anonymously; people may have reasons why they don't want to discuss their comfort level with alcoholism publicly. See Safety and Subject Matter.

Practicing Prost

Practice by toasting each other and learning how to properly say "Prost" (proost with a Rammstein R) and "Zum Wohl" (tsoom waul).





Ein Prosit

Any player can, at any time, start the Ein Prosit song. The best moment to start the song is when it's emotionally unsuitable for the characters and dramatically unsuitable for the scene.

To play the song, your video chat needs a way to play a YouTube video (from the link listed in the introduction). **Meet.jit.si**, for example, has such a feature. In other cases, you can either have the mp3 file on your phone to play it from your phone directly into your microphone, or you play it from your computer and turn your headphones off for a moment.

When the song is playing, everyone immediately joins in, even if they weren't in the scene. Sing along, sing loud, and pretend to be as happy and enthusiastic as you can. Cheer at other players, give everybody a big smile or let a kiss fly over. You are still in-character, but for a moment, out of the current situation. It's a magical moment which doesn't require any explanation or discussion. The end of the song is a perfect moment to toast to each other with your wine glass.

If you can do so at your computer, you can also go into full Schunkel-mode (pronounced "shoonkl"): that is, moving your upper body strongly from left to right. In your favourite beer tent, you would have your arms linked to your neighbours' left and right when doing so.

The scene you were in before the song started is considered over when the song is over. Everyone then switches off their camera and microphone.

Practicing Ein Prosit

This is your chance to sing and waive—not (yet) in character—with your fellow gaming friends. To practice pronunciation for non-German speakers, here is a Youtube version with some help: <https://youtu.be/dd2-aSbcW0s>

Don't worry when nothing is in sync or you sing horribly and don't get the lyrics. That's realistic drinking song procedure and the asynchronicity is unavoidable in online gaming (for the time being).

Largo and Player Versus Player Aggression

Players are invited in-character to go fully into (passive-) aggressive and verbally abusive stances against other characters. We will not do so if anyone objects to this generally. The game will not break without it.

Since the subject matter can be close-to-home for some players, it is important for us to have a safety technique in place to tell someone it is becoming too much for us. As with the X-card, no explanation is necessary.

If you think or feel you want another player to reduce their intensity towards you, put the palms of your hands between you and your camera (we call this LARGO). If for some reason you don't have your camera on, you can type the word LARGO in the chat.

LARGO works as a soft and more specific version of the X-card. Use the X-card if a whole area of content introduced doesn't feel right to you. Use LARGO if you need a little break from emotions hitting you.

When being aggressive, be aware that most swear words have sexist, racist, and other group-focused enmity in their origin. Try to avoid them. It might be hard, and it's ok to fail. But try to provoke the other players on levels of personal guilt, shame, or ambition instead.

Practicing Intensity

We will now practice getting a bit more intense. Each of us should use LARGO at least once. So, switch your cameras off except for two players. One is practicing getting aggressive and intense, the other one uses LARGO when appropriate. Then the player playing aggressive takes a break and somebody else joins the LARGO player with the LARGO player now playing the aggressive part.

Video Diary

This is our online version of the Inner Monologue technique as practiced in some black box larp. The active player doing a video diary entry has the stage to themselves.

All other players switch their camera and microphone off, leaving the stage for the active player.

The active player then plays their character recording a video diary. Recording a diary can happen for various reasons. Here, we want to see an intimate and personal insight to the emotional state of the character. Think about one or two questions you want to explain to yourself. This helps give some structure to your diary entry. Keep it short. Get emotional. Show us your character's true self we can't see when your character is with others.

There are more scenes with specific instructions for how to do them. For example, the dance scene has a natural flow of always two players together before one of them is replaced by a new player.



Setup

The Facilitator Assigns Each Player a Character.

You can then switch characters with somebody if they agree.

Take five minutes to get to know your character. Make some notes if you want to change something or add something. Feel free to change the relationship to other characters as well, but keep everyone updated. The relationship map below gives you important details about each character.

**You don't need to introduce your characters now.
This will happen in-game as part of the first Act.**



Characters

The Jury Head: Andrea(s) Bickelberg *Charming, entrepreneur*

I drink too much and too much at a time. That is a concern I have but not right now. I'm on stage again and the whole town is listening to me. I have always been a business person (renting out construction and wine production machinery) with a good reputation, and I'm still quite a charm—especially when a bit drunk, hehe.

This year, it's important to get a good and reliable wine queen on board. The winner will accompany me on several business trips to wine conventions, and since this year might be my last chance before bankruptcy, a good queen will be able to save my ass.

But there is one thing I can't get out of my mind: the child of Anton(ia) Daubern, Emil(y), is among the contestants. **Emil(y)** is just like their parent was back in the days, when Anton(ia) and I were together. There are not many things in the world I value more than one night with Emil(y).

Too bad **Anton(ia)** hates me so much. Their winery was already going badly before the accident, and I recommended they rent a different model from me anyway, didn't I?

Emil(y) isn't the smartest person out there, unfortunately, and far too naïve to converse with people outside of Himbeldorf.

Frank(a) seems to take the job seriously but is only slightly better. They can still learn, though. But can somebody who is not from this region be a good wine queen?

Jona is my brother's child and has travelled quite a bit, studied, etc. It would be amazing to have them as a wine queen. But they have a serious drinking problem and it's not clear how serious they would take the wine queen job. They might even quit immediately afterwards. What would it take to motivate them?

The Host: Anton(ia) Daubern *Traditional, cold-blooded*

The wine queen election is something my father used to hold. I was once the wine queen myself. I know how this business works.

I sometimes drink a little bit too much, and I also take anti-depressants. Naturally, I would prefer avoiding alcohol, but around the competition it's hard, isn't it?

My winery urgently needs better promotion to survive, so I'm happy I, as a jury member and moderator, can support my child **Emil(y)** in becoming the next wine queen. As a wine queen, Emil(y) can finally make themselves useful for the family and bring some business to our winery. Emil(y) is dear to my heart, and I will protect them no matter what. However, it seems they sometimes need to be pushed a bit—or a bit stronger—to reach any of their goals. Yes, some people call this verbal abuse, but that's just how our family functions.

Unfortunately, **Andrea(s)** is the jury head. Embarrassingly, we once had a love affair. It was many years ago, but it ended on a very bitter note for me. And now, recently, their wine machinery caused a serious accident at my winery, obviously Andrea(s) knew about the problems and didn't tell anybody. I can't really explain why, but my heart still secretly belongs to Andrea(s). There are two candidates next to my child.

Frank(a) reminds me so much of myself. They are full of ambition and inspiration. True, they know nearly nothing about wine making. Their mother is not from here, and somehow Frank(a) and their mother had never been accepted here. I really would like to help Frank(a) and keep their motivation up although I don't think they should win.

Jona is such a talented person. They would be a really good wine queen. But they will never be. Because they have always been a traitor to the region, to traditions. They look down on us. I don't understand why they returned at all.

The Innocent Candidate: Emil(y) Daubern *Not qualified, naive*

I could become the wine queen this year.

My parent, **Anton(ia)** has promised to make it as easy as possible for me to win. I don't want to betray my parent, but actually nothing makes me more nervous than this whole competition. I will give my best to win it. Whatever it takes, I don't want to be an embarrassment for my parent anymore. Nor do I want to face the kind of punishment my parent brings to me whenever I fail in their eyes.

I get drunk too easily and do stupid things. Especially in tense situations. Who could blame me?

Fortunately, **Andrea(s)** is the jury head. They are a super charming person and I have been a big fan of them since my childhood. They can always make me laugh and cheer me up. That they will notice me during the competition is already a good reason to participate. It's my chance to impress them.

I'm also grateful that my best friend **Frank(a)** is with us. We will be a good team and can take care of each other. But I can't really imagine Frank(a) as a wine queen. They can't really represent the region and winery as my parent and I do, since our connections go back generations. That needs to be made clear to them at some point.

Then there is **Jona** as the third candidate. Jona is such an interesting person. They have been all around the world. They even lived in America for a year. I really hope we get along well. I would love to hear their stories. Jona is a relative of Andrea(s) and, hence, also from an important wine industry family. But is Jona just making fun of us all?

The Ambitious Candidate: Frank(a) Vollmann

Barely qualified, realistic, outsider

People in Himbeldorf still consider my mother and me as strangers. Though my father is from here, the heritage of my mother makes me "different" for the Himbeldorfers. But the times are changing. Good candidates are hard to get. I would be a good candidate: I'm ready to learn, I take this seriously. So this is my chance to change Himbeldorf, not only for me, but also for those in my position to come. Everybody can become a wine queen.

I don't usually drink, but I'm into hard drugs—which make me do stupid things. I know I shouldn't combine them, but that's a bit hard this week, isn't it?

Emil(y) is not really qualified. It's just something their parent, Anton(ia), wants from them. Emil(y) is my best friend. I don't want them to get hurt and will take care of them. These events can get nasty.

Jona is fascinating. They haven't been in town for a while. Now they are back and want to become wine queen. Why? They look good, they have many stories to tell, even from different countries. And they sometimes look at me with a certain smile I don't really understand yet.

Anton(ia) will act as host and part of the jury. They have always been rather kind to me, and I think they're even attracted to me. That gives me a chance to convince them to support me rather than their own child. I would make sense as a choice for them when they see Emil(y) just doesn't bring it.

Andrea(s) is one of those problematic people in town. It's a pity they are the jury head this year, and in case of a draw will announce the next queen. I need to find a way to show them that I'm the only capable and reliable candidate, although they have treated me poorly in the past.

The Privileged Candidate: Jona Bickelberg

(This role only comes into play with five or six players)

Over-qualified, arrogant

I have seen the world (school exchange to the USA, studied half a year in Bologna). Excessive drinking has made me do horrible things—and I still can't stop. I was an embarrassment to my peers in Munich while studying business, so I returned to my home town to recover somehow and win this stupid wine queen election to boost my self-esteem a bit. After winning, which shouldn't be difficult with my eloquence and CV, I'll drop the bomb and step down with some heart breaking excuses.

I couldn't have imagined how much impact the appearance of **Frank(a)** would have on me. Frank(a) is amazing. I want Frank(a). Frank(a) is too good for this place and better not become wine queen. They better come with me.

And I really don't want them to work with my relative **Andrea(s)**—they are a dangerous person, with their drinking problem. Andrea(s) can easily be convinced that I should win. Their business depends on having a capable wine queen.

I'll beat this bore, **Emil(y)**. Emil(y) is totally annoying and doesn't get it. They stand for everything that makes this place so bad. I will show the Himbeldorfers their own ugliness by making Emil(y) embarrass themselves.

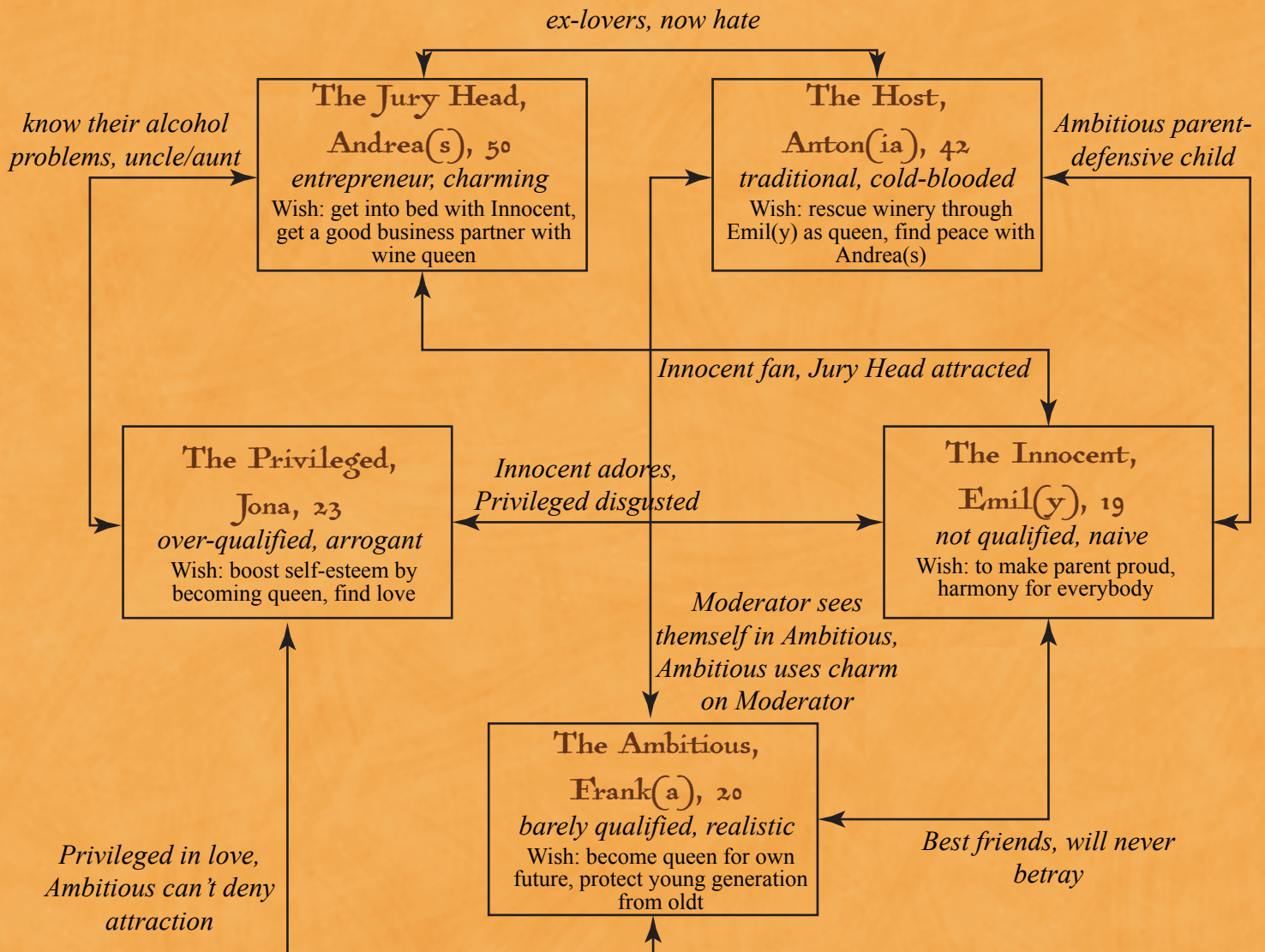
Even their parent, **Anton(ia)**, has at least done something in their life. I'm afraid Anton(ia) is after me. What would it take to push them on my side and against their own child? Maybe it helps that Andrea(s), as the jury head, isn't the most trustworthy person to accompany their child for the whole next year?

The Former Wine Queen: Cecil(ia)

(When playing with six people, the Former Wine Queen is a character on their own.)

The former wine queen is part of the jury. They are highly narcissistic, drink too much alcohol, and love to create drama all around them. They don't give a shit about anyone's feelings or what happens to Himbeldorf and its wine queen tradition. However, they are good at hiding all that and pretend to be everyone's best friend.

Character Relationship Map



Scenes

The scenes in the tables that follow are **expected to happen**. Feel free to deviate for your personal game experience. Skip scenes which don't apply to the course of your game anymore. Add scenes when it feels appropriate.

When you are not in a scene, switch your camera and microphone off. Use the joint chat to communicate with other players if necessary.

Be reminded that this is a digital black box game. We are 100% in-character in scenes and hence **don't describe in third person what our characters are doing**. That means scenes should be set up to be mainly dialogue or monologue. Use your voice, acting, and gestures as much as you can to deliver what you simply would describe in a TTRPG.

Every player can call for an end of a scene by either writing CUT in the joint chat or simply saying CUT. An even better way to end a scene is starting the Ein Prosit song. Don't wait for an appropriate moment. The most inappropriate moments are actually the best.

Scene planning

Between the Acts, players have ten minutes to discuss which scenes they would like to see in the next Act. Scenes are planned out for the whole act. By doing so, you can fluidly move from one scene to the next without getting out of character.

If you have the Act structure in a shared online document, the above is much easier to do. **A template can be found in The Gauntlet's Play Aids folder.**

Feel free to smoothly adapt upcoming scenes while a scene is running. Sometimes changes might seem obvious, like when drama has increased tension between two characters which should be resolved in the same Act.

ACT I: The Festivities Begin

SCENE	WHAT	WHO
Our Lovely Innocent	Video Diary: My Dream, My Greatest Fear	Emil(y)
Our Great Ambitious	Video Diary: My Goal, My Obstacles	Frank(a)
Our Dear Privileged	Video Diary: My Plan, My Desire	Jona
March of the Candidates	Alone Behind the Stage: First time together. Are we a team? Who is the best? Why are we here? How do I present myself?	Emil(y), Frank(a), Jona
Our Charming Jury Head	Video Diary: My Lust, My Necessities	Andrea(s)
Our Confident Host	Video Diary: My Future, My Past	Anton(ia)
Show Masters	Host and Jury Head come together for a Pre-Show Briefing	Anton(ia), Andrea(s)
The Show Begins	<p><i>The official welcome:</i> A Big Hello to everybody; the candidates run in and present themselves to the jury.</p> <p><i>Host,</i> it's your role to structure the run-in (call candidates on the stage, etc.). Jury Head, you can pose personal or provocative questions to the candidates.</p> <p><i>How would you describe Himbeldorf and its wine to a total foreigner?</i></p> <p><i>What makes a good wine tester?</i></p> <p><i>What would you want to achieve as a wine queen?</i></p> <p><i>What is your biggest challenge in becoming the queen?</i></p> <p><i>Blind test some wine for me and describe it.</i></p>	All

Between Act I and Act II

After the last scene, go out of character for a maximum of ten minutes to discuss what you would like to see in future scenes, the direction you are heading with your characters, and so forth. Plan scenes accordingly, one per player on average, but not too strictly. The course of events might make you change your mind. If so, adapt to the new circumstances without interrupting play.

ACT II: The Wine & Pretzel Tent Party

Most scenes are supposed to happen at the frivolous party tent where the whole village is coming together to drink and celebrate. There is a band playing cover songs of slightly outdated pop music. The wine queen candidates and the jury have a table up on the stage and are supposed to give a toast (Prost) or two.

SCENE	WHAT	WHO
Perspective of Our Dear Privileged	A scene defined with Jona in the focus	Jona + X
Perspective of Our Lovely Innocent	A scene defined with Emil(y) in the focus	Emil(y) + X
Perspective of Our Great Ambitious	A scene defined with Frank(a) in the focus	Frank(a) + X
The Dance	<p><i>A Dance of jury and candidates through the whole Tent</i></p> <p>Start with Jury Head and moderator, all others mic off. They have a couple of sentences to exchange while dancing. Then the Jury Head picks another character to dance with. Host goes off mic. After the new couple has danced a bit and exchanged some sentences, a new dancing partner is picked and the Jury Head goes off mic. Any time, other players can inject themselves and steal dancing partners. Continue like this.</p>	All
Perspective of Our Charming Host	A scene defined with Anton(ia) in the focus	Anton(ia) + X
Perspective of Our Smart Jury Head	A scene defined with Andrea(s) in the focus	Andrea(s) + X
The Party Is Over	<p><i>Sharing a Taxi Ride home</i></p> <p>Whoever is still at the party is drunk or very drunk. They accidentally end up in a taxi together. Stupid things might happen. Scene begins with everybody squeezed in the taxi.</p>	All

Between Act II and Act III

Take a short break from play. Read about the next Act. Plan the last Act.

ACT III: The Queen Is Crowned

The official crowning is an act with high representatives of the county in which Himbeldorf is located. It's celebrated on the winery of Anton(ia) Daubern, the Host. The moderator is giving a speech about what made this year's election so wonderful and special, and impressions they had from the candidates. Each potential queen is supposed to give a final speech. It's the last chance to impress the jury with eloquence and knowledge about the region, history, and wine making—and to be charming. Finally, the jury comes together to discuss who shall be the next queen. The Jury Head then announces the winner and justifies their decision in a final speech.

SCENE	WHAT	WHO
Opening Speech	<i>Summarizing a Wonderful Time</i> The Host summarizes the last days: <i>The most surprising moment</i> <i>The loveliest comment</i> <i>The most heartbreaking moment</i>	Anton(ia)
Our Great Ambitious	<i>Final Speech</i> The Candidates have one last chance to present themselves. The Jury (Head and Host) can ask questions.	Frank(a), Anton(ia), Andrea(s)
Our Dear Privileged	<i>Final Speech</i> The Candidates have one last chance to present themselves. The Jury (Head and Host) can ask questions.	Jona, Anton(ia), Andrea(s)
Our Lovely Innocent	<i>Final Speech</i> The Candidates have one last chance to present themselves. The Jury (Head and Host) can ask questions.	Emil(y), Anton(ia), Andrea(s)
Holding Your Breath	<i>Candidates In Excitement</i> All three candidates are on-screen together. Everyone whispers for themselves as in Video Diary format what's going on in their mind.	Emil(y), Frank(a), Jona
The Jury Discusses	<i>The Jury Discusses Who Will Be the Queen</i> The jury is supposed to find an agreement. Without agreement, the Jury Head makes the decision, but the next year will be very difficult.	Anton(ia), Andrea(s)
The New Queen	<i>Winner Announcement and Laudatio</i> When in agreement, the Host announces the winner and holds the laudation. Otherwise, the Jury Head speaks. Final words or disagreement by other participants are possible	All

The Game is Over

The game is over after one last Eín Prosít. This one is about celebrating the announced queen. No matter if you liked the decision or not. Celebrate the queen.

Everyone switches their cameras and mics off now. Take a deep breath. Get out of your chair and stretch your muscles. Leave the room you played in for a short moment. Tell yourself that you are not your character anymore. When you feel ready, switch your camera on again, but stay muted until everyone is back.

When everyone is back, unmute yourself and let it all out at once. Say what you have to say, no matter if somebody else is talking or listening, cheer or breathe out loudly, whatever you need to get in touch with the other players.

The next step is a debrief run by the debrief moderator. Everyone is invited to join, but anyone who prefers leaving the game now can say thank you and goodbye before the debrief starts.

Debrief

For the debrief moderator, here are a couple of paragraphs you can read to the group, or find your own words along these lines:

Thank you everyone for playing **The Election of the Wine Queen** and thanks for staying for a little debrief. The debrief will not last longer than 15 minutes. Everyone will have a chance to say something, but don't comment directly on what somebody else has said. Every experience stands for itself. Don't feel pressure to explain how over-excited you are. If you were, cool, if not—if the game left you cold, for example—that is totally alright as well.

We will not push for direct criticism of other participants. If there was something which bugged you, let it sit for a couple of hours. If you still consider it to be relevant enough to be shared, do so then. Get in touch with either me (the debrief moderator), the player themselves, or the Facilitator, whoever feels most adequate to you.

Now it's your time to share your experience of the game with us.

We will start with a round (1) in which everyone shares a moment in the game they found fascinating or worth mentioning. In turn, I will ask each of you to share; no one will make a comment about what you share. In a second round (2), each of us shares a personal thought they have now that the game is over. It can be something reflected in your life, something about the game design, or anything else you consider worth a thought and connected to your personal experience.



Those Whose Time Is Up

New occupations, backgrounds and rituals.

More Monstrosities

Beasts of wing and beasts of whisper.

Thirty-Six Drives That Move You

Motivations born from desperation.

Shifting Sands

An incursion lost to time.



TROPHY

LUIZ PAULO FERRAZ

Those Whose Time Is Up

The following are new options for treasure-hunters for use with the Incursion *Shifting Sands*, or any other session of Trophy.

OCCUPATIONS

Guide (*skilled in traveling, foraging, lore*)

Merchant (*skilled in convincing, appraisal, focus*)

Shaman (*skilled in spirits, animals, rituals*)

Spy (*skilled in silence, poison, impersonation*)

BACKGROUNDS

Banished Dancer (*skilled in grace*)

Disgraced Preacher (*skilled in lies*)

Injured Sculptor (*skilled in stone*)

Unheeded Prophet (*skilled in omens*)

RITUALS

Dessicate (*remove water from a person or animal*)

Mirage (*create an illusion*)

Gale (*conjure and guide a mighty wind*)

Burrow (*move through the ground*)

Delay (*push a person or animal slightly back in time*)

More Monstrosities

The terrible things that hunt treasure-hunters don't have names. They are nightmares given form, however incomprehensible that form might be. Rather than trying to name them, describe them in exquisite detail.

Below is a system you can use for generating monstrous descriptions.

First, roll a dark and light die to select two adjectives for the monstrosity:



ancient



group of



sand-made



burrowing



many-eyed



simmering



marble



leaping



armored



transparent



winged



deformed

Then, roll again and add the two dice for the general form the monstrosity takes:

2 crocodile

5 tiger

8 bull

11 rhinoceros

3 leopard

6 ape

9 hippopotamus

12 chimera
(combine 3)

4 moose

7 elephant (young)

10 horse

Finally, roll again and add the two dice for its current behavior:

2 barreling through obstacles

8 digging grave-like holes

3 whispering a character's name

9 guarding enticing treasure

4 constantly teleporting

10 tainting a well

5 drooling blood

11 engaged in deadly combat

6 getting ready to pounce







12 turning sand to glass







7 crunching bones







Your monstrosity might be a *group of burrowing crocodiles turning sand to glass*, or a *many-eyed, winged bull whispering a character's name*. What it does next is up to you.

Thirty-Six Drives That Move You

There are a multitude of reasons for seeking treasure. Introduce a bit of chance by rolling a dark and light die to determine what drives your treasure-hunter.

- | | |
|--|---|
|  | Hire a rescue team to retrieve your son from the Endless Canyon |
|  | Buy your membership in the Golden Order |
|  | Pay the toll of the Emerald Bridge |
|  | Break the siege on your sibling's fortress |
|  | Find the last piece of the Centennial Puzzle |
|  | Bribe the seneschal into leaving you alone |
-

- | | |
|---|---|
|  | Find the artifact that proves the king's true nature |
|  | Earn the right to your family's name |
|  | Buy the orphanage where you were mistreated |
|  | Give your betrothed the gift they crave |
|  | Commission a glorious statue of your deity |
|  | Have your mother's name inscribed in the Azure Archives |
-

- | | |
|---|--|
|  | Become part of the Swirling Court |
|  | Renovate your crumbling estate |
|  | Seize control of the Free Borough of Khamal |
|  | Acquire the Gleaming Cache before it's too late |
|  | Destroy the works of Ajino, the Debauched Painter |
|  | Win the auction for Princess Ylliria's weapon collection |
-

36 DRIVES THAT MOVE YOU



Become the only patron of Ansem, the Wistful



Arm the resistance against Lord Haffir's tyranny



Restore the lost glory of the Caliginous Grove



Hire 100 chanters to perform the ritual that will bring forth the Scion



Send your partner's meddlesome child to the Concealed College



Pay the magus that can lift Garalum's curse



Locate the jewel that haunts Eriol's dreams



Finance an expedition into the Blossoming Sea



Acquire Dread Forel's rebel fleet



Take Cyrus' place at the Earthen Council



Pay your father's debt to Bright-Teeth Assyrio



Buy the only potion that can stop Mistral's death



Bribe the dean into expelling your insolent colleagues



Rebuild Hisham's Fountain



Give your ailing sibling the care they need



Bribe the justiciars so they'll erase your crimes



Bring freedom to Tirollis



Attend Countess Shima's Forbidden Festival

INCURSION

Shifting Sands

They say a powerful civilization of untold riches once ruled over what is now an immense desert. Many believe an entrance to that people's lost seat of power lies somewhere in the sand, open to whoever can find it. You have a map from an old, mad hermit who cried as you took it, talking of angry spirits that shape the wind and haunt the mind. Time to find out what lies buried in the desert—and what will remain there after your journey is done.

THEME

Time

MOMENTS

- ◇ The whistling wind sounds like a familiar tune you've never heard
- ◇ A sandstorm rages briefly in the distance; dark shapes move within it, but nothing's there when it subsides
- ◇ The ruins of a stone house are revealed by the shifting sand
- ◇ A large grove of old, petrified trees are, on closer inspection, an ancient creature's fossilized ribcage
- ◇ The sun stops in its midday point for hours
- ◇ Every time you wake up from your fitful sleep, the stars are different
- ◇ A sandy wind scours your flesh and erases a scar
- ◇ As the wind passes through a circular rock formation, you hear the lament of a hundred different voices
- ◇ A very tall stone pillar stands mostly intact, with nothing around it
- ◇ A dead vulture drops from the sky; it's already decomposing
- ◇ Many animal statues lie broken on the sand; there are bones mixed in with the pieces
- ◇ Shadows from birds pass over your heads, but the sky is empty when you look up
- ◇ In the distance, a snake egg hatches; the snake quickly grows into an adult, shedding skin after skin, and dies
- ◇ The sand feels crunchy; looking down, you realise you've been stepping on buried bones

INCURSION: SHIFTING SANDS

CONDITIONS

- ◇ An alien, all-consuming sense of loss, like nostalgia for something you've never known
- ◇ Sudden bursts of personality that differ entirely from your own
- ◇ Difficulty remembering every other word
- ◇ A song gets stuck in your head, but you've never heard it and it keeps getting louder
- ◇ Every time you speak, you instinctively default to a foreign language that no one understands
- ◇ Your loyal dog (which you've never actually had) goes missing
- ◇ Senses are dulled
- ◇ Thoughts start sparking too fast; you jump from one to the other, barely processing any of them
- ◇ The skin gradually becomes spotted, wrinkly, and your hands become too smooth to get a grip
- ◇ A lethargy that seeps your will
- ◇ You see the world around you as it was a thousand years ago
- ◇ A deep hatred for every modern object
- ◇ Sudden flashes of the imminent future that are always proven wrong
- ◇ You briefly warp back in time to an earlier point in this journey
- ◇ Visions of yourself, from a parallel present

RING 1

TERRORS: The group is surprised by a decaying warrior carrying a spear as they cross a rocky plateau. This frail soldier has been patrolling the ruins for centuries. It immediately attacks the party with feeble strikes from its weathered weapon, and won't be reasoned with. It can be easily dispatched, turning into dust after taking a few blows. Its remains are blown and mixed into the sand.

TEMPTATIONS: The cracked armor and faded fabrics of the warrior indicate it was a palace guard. A couple of gems and a golden necklace can be pillaged from its remains.

INCURSION: SHIFTING SANDS

RING 2

TERRORS: A sudden sandstorm whips up and engulfs the group. The sand scours the skin, clouds the vision, invades lungs and turns people around. Shadowy figures tug at the group, pulling them in different directions.

TEMPTATIONS: The group breaks out of the storm and find themselves mildly scattered, but in eyesight of each other. Two stone pillars mark what seems to be the start of an ancient pathway, mostly drowned in the sand. The peaks of buried pathstones show the way.

RING 3

TERRORS: The sun finally starts setting, and the temperature drops as the frosty night winds pierce the group's bones. A circular, mostly collapsed structure provides shelter; solid, reasonably sandless ground to sleep on; and a hole that can be used as a fire pit. The walls are filled with an ancient mural that depicts scenes of life, love, aspiration and betrayal. The violent painted figures that are shown backstabbing each other can be eerily familiar to a susceptible mind.

TEMPTATIONS: The scenes in the mural bring back all sorts of memories, as each onlooker fills in the blanks in the lost history with their own experiences. They can also seem like foreboding predictions that depict their deepest fears. Ask them what they see and how they relate to the memory or the thought.

RING 4

TERRORS: The earth starts shaking and the shouting of a thousand angry voices fills the air as a wraith-like army of the dead stomps the sand, rushing in the direction of the group with blood in their eyes and rage in their war cries. The dead army starts taking the shape of a crescent moon, forcing the group up a nearby hill. Arrows made of bone rain down ahead of the army, and every time they find their mark, a character loses a moment of their past. The arrows steal their history, which becomes etched along the shaft in a language they can't read.

INCURSION: SHIFTING SANDS

TEMPTATIONS: On the top of the hill, the sand is blown away by a sudden wind to reveal the entrance. It's little more than a hole in the ground, a passageway into impenetrable darkness, but a cool breeze blows from within, and a stone frame clearly indicates these are the ruins they were looking for. After a long drop, they find themselves on an underground crossroads. Three of the four paths are immersed in deep darkness, and a strong, cold wind blows out of them, extinguishing the torches of those who brave the dark. The fourth path is a walkway above a deep, dark pit. Huge metal pendulums, evenly spaced, swing steadily across the path. At the end there is a mural made of gold, depicting a large crowd kneeling below a ruler. Every single person in the mural is made of different gemstones. The ruler is a stunningly beautiful diamond impossibly shaped into a human outline.

RING 5

TERRORS: Dear people who the characters have lost start whispering from the shadows. Their whispers soon turn into moans and cries for help, beckoning the characters to kill their companions so the spirit can inhabit a body once more. The people in the mural also plead for help, begging to be removed from the wall. They remind the characters of all they could purchase if they took them out, all of the goals they could achieve. They also reveal a secret: if there is only one heart beating in the ruins, the pendulums would follow their pace, making the walk over an easy task.

TEMPTATIONS: Time and money. Whichever otherworldly plea the character decides to listen to, they can get something invaluable. Will they choose the return of a loved one, a second chance at a relationship they may have squandered? Or will they choose precious gems and gold, enough to afford any wish their heart desires? All it takes is a little murder.



three dozen

STRANGE PLANTS





1. Looseleaf grows in cold climates, and coils in distinctive shapes beneath certain species of weed. It is only toxic to the soul, and when ingested will cause the consumer's destiny to start rotting away. A hero's fate or an ill omen will fade within days of regular use, leaving behind a lingering nausea.

2. The shavings of Silia nuts can make any broth taste delicious, like it's the first thing you've eaten in months. But never eat what's inside the shell, or you'll know a hunger that will linger until your death.

3. The oak trees of the Quiet Copse grow in forms that resemble humanoids, complete with faces in their trunks. It is odd that they grow this way here but nature is sometimes odd. Odd enough that roots will sprout from your feet if you go barefoot here.

4. A favoured weapon of the upper-crust assassin due to both its efficacious results and prohibitive cost, the dark red herb known as The Devil's Breath instantly kills whomever's name you chant when you burn it, regardless of their location—and, also, one other random person with whom the killer is familiar enough to make small talk.

5. Many trees have adapted to survive wild-fires. Some even shed flammable leaves to spread the flames and burn away competition. But with its extremely tall trunk and iron concentrations in its branches, the Lightning-rod Pine took evolution a step further. It has been very useful for building radio towers, but with the recent fire beetle infestation, it's best to stay out of the woods.

6. The Wax-tear Hyacinths grow over the graves that had no mourners, as though they were begging those who came not to forget the souls that died alone and unloved. Anyone who plucks one and eats it will be able to recall the memories of that life, but beware, for memories do not like to fade away.



1. Rhymers' Cut may be the most useful item in any Bard's bag of tricks. Grown on mountain slopes, this tasty pipe weed not only produces colored smoke based on the smoker's emotions but also loosens the tongues of any who smoke it. Many a wise skald has learned more over a shared pipe than a whole night in the cups. However, those who partake in The Cut too often find their musical performances tend toward improvisation and syncopation.

2. Mirror Roses scatter the light beautifully, but beware sniffing them as they'll addle you with false memories. If you carefully—carefully!—collect their Glass Thorns and weave them into a crown, you'll create a tool for removing those false memories, or, if you crown someone with sufficient force, all memories.

3. Red Rimes are the coldest peppers in the known world. They must be handled carefully lest their juice freeze to dead the cook's fingertips, and only the most foolhardy or inebriated will succumb to dares to consume one whole, risking death by internal hypothermia.

4. In Degoya County, a single, black, prickly pear bloom is seen as a grave marker. To touch such a bloom invites a specter to sleep on your chest at night and give you fitful dreams. None of this stops the local high school goths from using them in boutonnieres for school dances.

5. Lepuflore is a rapid growing starchy tuber with a soft fluffy blooming flower. It can grow from a thumb sized cutting to a root the size a large rabbit in a few days. It draws out the nutrients and the soil will need to be left fallow for a season or two. Be careful where you discard cuttings, but it is a staple crop of nomadic folks who never stay in one place too long.

6. The Brewer's Nut is, in fact, a tumorous growth inspired by the sting of a Glow Wasp. The meat within may impart a wide variety of intoxicating effects unique to each tree upon which it is grown.



1. Mad Shroom Manson always says that “the Fellcap mushroom is edible if you’re not a coward!” He’s right. No one realizes he only lost his mind after his third century of being a very brave eater, cursed with eternal life from eating too much Fellcap.

2. Dawn chrysanthemums are very beautiful flowers that come out as the sun clears the horizon (whether the sun is visible or not). They start out a lustrous red, turn a gorgeous golden yellow as the sun reaches its zenith, before bleaching to bone white by sunset. They are popularly used at the summer solstice, where great displays of them are dedicated to the sun god, and simultaneously bloom in glorious displays on the morning of the festival.

3. The Heir Tree is a single silver maple that has been carefully tended and preserved for millenia. It has no magical properties itself, but whoever is the last heir touching it after the death of the current ruler, is then crowned for life. The ring of corpses and skeletal remains that encircle it are a constant reminder that the magic of contracts is the oldest magic of all.

4. When crushed and mixed with salt water, the purple petals of the Hullberry plant can be drunk for temporary relief from memory.

5. Marcin’s Cattails found on Linda 5JY3 sway in the gentle waves along many riverbanks, generating electricity and storing it in its fluffy tips to be discharged when the cattail is endangered. The locals have learned to safely harvest them for their stun batons.

6. The Bonelace is every chiurgeon’s best friend. Its capacity for binding wounds and reattaching limbs is a necessary crop in every village, but be careful with its application—it is all too happy to bind clothing to flesh as well!



1. The Crimson Beret is a little toxic mushroom. If it’s taken to a bard and that bard sings to it for 30 nights under the starlight and never lets it see sun during that time, the same bard carrying the dry mushroom remains will never forget any lyrics he sang during those 30 nights.

2. It is well known in the lands of Faerie that a Golden Rose is a remedy to all curses. It is lesser known that for each curse healed, the Golden Rose will start dying, becoming ever more fragile, until she will collapse on herself into a heap of gold-flecked dust. The dust is poison to see or smell or touch, but if you die from it, you might level a mighty curse that cannot be cured by aught.

3. It is not bright winter sun which lets Snowclot flourish, but rather the bodies of burrowing things trapped below. True, its velvet-red leaves quickly staunch bleeding, but take care—the tiniest scrape of prickly root or stem inflicts a terrible paralysis. Those afflicted, starving and thirsty, slowly turn to nourishing soil.

4. Wild Alimadra seeds gifted their eaters with a fleeting grasp of a few words in unknown languages. However, careful crossing created a variety giving temporary fluency in what became a new lingua franca, Onital—so nuanced that it was customary among poets to enjoy Alimadra seed cake with their foreign guests.

5. Maryland Creeper is a less well-known member of the genus Parthenocissus. Like its more famous cousin, it is a fast-growing climbing vine. The key difference is that it has a migratory root, and as such the plant itself can slowly but steadily travel as well as climb walls. The name has also been applied to the subject of a series of unsolved stranglings.

6. Myna’s tongue is a low-lying herbaceous plant with roots shaped like corkscrews. Chewing the root causes your voice to change - in pitch, rhythm, speed, and even accent. Dealers collect dried Myna’s tongue root and for the right price can enable a specific person’s voice to be imitated.



1. Godmote appears on sensors as a free-drifting planetoid roughly the size of Earth's moon, but is in actuality a spacefaring floral mass intelligence. Xenobotanists estimate its age based on core samples (obtained with its permission) at somewhere between 8.5 and 9 billion years. It is the only known benevolent Mega-Psychic being but nonetheless should only be approached unarmed by pure research vessels.

2. Mock Tulips are not, in fact, the flowers they appear. Rather they are an intricate species of fungus. Their spores are parasitic, and have surprised more than one recipient of a fine bouquet when the tulips not only decay, but seem to grow in number as the other flowers decay.

3. Bloodwood, or campfire killer, is an ordinary-looking tree with reddish bark. When the wood is burned it draws in energy from the fire and uses it to unleash fast-growing creepers that suck the blood out of nearby creatures, growing new bloodwood saplings on their corpses. A simple campfire can prove deadly; a forest fire can provoke carnage.

4. Aloe Viras is your friendly green friend who lends you a hand around the house! These humanoid plant hybrid servants are worth every penny you pay for them. The rumors of them talking about former lives are just slander from the competition!

5. Bone violets are pale, crinkled mushrooms with what might charitably be called a delicate flavor above ground. In the almost entirely fungal diet common below, however, they're a confectioner's staple, prized for sweetness and an almost floral flavor.

6. Moonroses grow in clusters of short stems with silver-tinged, upturned, wide blossoms. When filled with rainwater, each Moonrose blossom reflects a moon from a different planet or universe. The wise can read these moons for secret messages; the powerful can channel their energy to fuel unworldly rituals.



1. A Ghostwood is in fact a single organism, connected by a vast root network. Ghostwoods are notorious thanks to an autonomic vascular defense reaction marked by explosively rapid growth at a site of injury. This, in turn, explains the phenomenon of suddenly shrivelling saplings (as the organism reallocates expendable resources to defend its old-growth trees), and recurrent sightings of "axe-wielding dryads."

2. Hopeweed is a small glittering thistle that grows wild on the steppes of the third circle. Escaped souls search out and painfully chew the spiked plants for sustenance and the brief glimmer it gives of the closest unguarded exit from Hell.

3. Seaborn's Alluring Orchid has a unique pollination method: If you wander alone in the swamp, you may catch a sight of someone you love entering a strange, green-walled tunnel. If you follow, they will stay always out of reach, until you reach the end of the tunnel. As you emerge from the tunnel, your love will vanish, leaving you blinking in the daylight, confused and covered in pollen.

4. Crowcherries are small, bitter, and the main ingredient in a liqueur popular with a certain morbid set. The stories that a crowcherry tree will only bloom when fed with blood are almost certainly marketing drivel.

5. You might laugh at the Knights of the Flowers, with blossoms in their hair and their floral perfumes wafting around them... but when they become knights, each of them takes a seed into their body. A seed that grows into their flesh and might manifest as tough bark armor or thorny poison swords that grow out of their hands.

6. Sigma-Tau-Ceti 5 colony has discovered a clever means of human remains disposal. A local carnivorous pitcher plant is used to return the colonists' nutrients to the soil. The hallucinogenic spores the plant produces upon receiving a corpse are seen as only a minor nuisance and have never incentivized a murder.

CODEx KEEPERs

Rob A, Keeper of the Stone Queen's Egg
A Thousand Faces of Adventure, Keeper of the Drunken
Pirate's Forgotten Wish
Aaron, Keeper of the Child Upon Whom We Dare Not
Look
Jesse Abelman, Keeper of the Moon's First Memory
Rob Abrazado, Keeper of the Purple Falsehood
Stras Acimovic, Keeper of the Man Who Dies Every Third
Day
Quentin Acord, Keeper of the Word that Binds and Blinds
John Adamus, Keeper of the Endless Page
Benjamin Adelman, Keeper of the Brotherhood of the
Black Dragon's Great Saga
Joaquin Aguirrezabalaga, Keeper of the Blood of Lursiss
Vendevogel Alain, Keeper of the Omegatherion of Fasar
Alan, Keeper of the Wanting Widows of Thon the
Promiscuous
John Alexander, Keeper of the Child Whose Face is a
Mirror
Zach Alexander, Keeper of the Weeping Cells
Adam Alexander, Keeper of the Seven Splints of the
Demon Crown
Brendan Allison, Keeper of the Child Who Creeps and
Crawls
Kristin Allison, Keeper of the Bright One's Shroud of
Mourning
Brian Allred, Keeper of the Spear Eldfuglinn, Which Burns
with the Terrifying Light of the Sun
Bryen Alperin, Keeper of the Sibylline Grimoire
Joe Amon, Keeper of the Astral Blades
Erik Amundsen, Keeper of Pages Touched but Unread
Ancusohm, Keeper of the Stone Queen's Egg
Dustin Andrews, Keeper of the Egg of Existential
Dreaming
Robert Angus, Keeper of the Keystone of the Many
Worlds
Apollo, Keeper of the Vein-Seeking Tongue
Vincent Arebalo, Keeper of the Dolm Sarcophagus
Mark Argent, Keeper of the Child Who Has No Shadow
Gene Astadan, Keeper of the Temple of the Viridescent
Wyrms
Michael Atlin, Keeper of the Beetle's Teeth
John Atwood, Keeper of the Diary of Sanguine is the Eye
Tom Axon, Keeper of the Sultana's Blue Dreaming
Misha B, Keeper of the Grand Apotheosis
Jim B., Keeper of the Two Puppets that Gleefully
Interrogate
Michael Bacon, Keeper of the Thirteen Rhyming Spells of
Kiesow
Rye Baerg, Keeper of the Mark of False Direction
Eric Bahr, Keeper of the Burrow From Which It Comes
Andrew Bailey, Keeper of the World Teeth
Vincent Baker, Keeper of the Sign of the Tree of Life
Josie Baker, Keeper of the Mutinous Younglings

Chad Bale, Keeper of the Chimes of Misery
Noah Ban, Keeper of the Maze of Unending Pleasure
Joe Banner, Keeper of the Testifier's Skull
BansheeGames, Keeper of the Lost Child's Breadcrumbs
Michael Barford, Keeper of the Eternal Chime
Marco Barreto Bittner, Keeper of the Leonine Child That
Wails and Stings
James Barta, Keeper of the Dreary Island of St. Lomax the
Unseen
Nick Bate, Keeper of the Most Delectable Wyrms Viscera
Jacob Bates, Keeper of the Fleeting Blooms
Joe Beason, Keeper of the True Name of Ashmedai
Scott Beattie, Keeper of the Worm Bone Frescoes
David Beaudoin, Keeper of the Clock's Fourth Hand
Michael Beck Esperum, Keeper of the Recorded
Grievances of the Thousand Heretics
Fred Bednarski, Keeper of the Secret of the Ethereal
Sphinx
Mathias Belger, Keeper of the Spectral Hounds
Del Benjamin, Keeper of the Thunderstorm Chariot
Nate Bob Benton, Keeper of the Fungoid Blessing
Andy Berdan, Keeper of the Idle God and His Infinite
Library
Aljoscha Beyer, Keeper of the Orichalcum Engine
Al Billings, Keeper of the Dun Spirit of Disobedience
Sam Birnbaum, Keeper of the Last Light of St. Lannen the
Pure
Sarah Bolling, Keeper of the Last Lantern Before the Black
Gate
Boni, Keeper of the Thirteen Principles of Volmun
Jason Boucher, Keeper of the Feathers of the Molting
Godling
Michael Bowman, Keeper of the Luck God's Last Hand
Sophia Brandt, Keeper of the Dying Heart
Patrick Brannick, Keeper of the True Name of Abbadon
David Bresson, Keeper of the Tortoise Who Mends the
Heavens
Brett, Keeper of the Seven False Smiles
Logan Bright, Keeper of the Flourishing Spore
Finn Brightwell, Keeper of the Shrine of Melchior the
Maggot
Darren Brockes, Keeper of the Agony Songs
Bromeliad, Keeper of Our Mother's Cool Breath, Bottled
Bill Brown, Keeper of the Emerald Path
Jason Brown, Keeper of the Cardinal's Confession
Bryan, Keeper of the Festering Estuary
Stephanie Bryant, Keeper of the Vessel that Once Held
the Silver Dragon's Eyes
Evan Buchholz, Keeper of the Infectious Mist
Russ Brucks, Keeper of the Demon Idol that Spits Yellow
Bile
Michael Burdick, Keeper of the Darkest Dream Under the
Mountain

Marcus Burggraf, Keeper of Fathenroke's Deck of Laments
Brian Burnley, Keeper of the Red Architect's Impossible Angle
Vicente Burzlaff, Keeper of the Grey Queen's Unfettered Winter
Agatha C, Keeper of the Ebony Cat and All We Deem Above Her
Len C, Keeper of the Seven Sisters' Rings
Sean Cain, Keeper of the Hive Lord's Firefly Legion
Gustavo Campanelli, Keeper of the Seventeenth Oath of the Silenced Demiurge
John Campbell, Keeper of the Dark Shard of Nemrath
Freya Campbell, Keeper of the Litch Child's Last Rites
Craig Campbell, Keeper of the Djinn's Four Gifts
Mike Carlson, Keeper of the Obsidian Forests of Yend
Andi Carrison, Keeper of the Unknowable Words
Bill Carter, Keeper of Rengollis's Gaseous Blood
Cass, Keeper of the Wendigo Clan's Lost Cookbook
Matthew Caulder, Keeper of the Bright Eyes of St. Hanneffin the Flame
Mark Causey, Keeper of the Lotus-Dweller's Fortunes
Christopher Challice, Keeper of the Shambling Madness
Chromatic Chameleon, Keeper of the Gossamer Crown of Good Queen Belinde
Bay Chang, Keeper of the Heart of Lursiss
Len Chang, Keeper of Pagliacci, the Wicker Mannequin Who Does Not Sleep
Matthew Chappory, Keeper of the Ever-barren Barley Fields
Andrew Cherry, Keeper of the Broken Bones of Askorath
Chi, Keeper of the Under-Mutants of Calabraxis
Daniel Chiavaroli, Keeper of the Screams of the Unjust
Jeremy Christian, Keeper of the Spiral Nemesis
Brendan Clougherty, Keeper of the Five Limbs of Acolla
Linda H. Codega, Keeper of the Wreckage of the Bright Pier's Twin
Jeffery Collyer, Keeper of the Oneirophrenic Chords
Edouard Contesse, Keeper of the Gifted One's Jade Carvings
Alex Context, Keeper of Our Shared Phantasmagoria
Barry Cook, Keeper of the Galactic Sextant
Robert Corr, Keeper of the Ram That Whispers Lies
Malcolm Coull, Keeper of the Golden Nimbus
Jason Cox, Keeper of the Vessel of the Devil's Own Whiskey
Yoshi Creelman, Keeper of the Triton's Blessing
Jim Crocker, Keeper of the Eight Heavenly Questions of Gong-Gong the Dragon
Ian Crockett, Keeper of the God-King's Viscera
Crom, Keeper of the Golden Barge of Ambatoharanana
Michael Crowley, Keeper of the Argent Lock
Cubano, Keeper of the Iron Troll's Menagerie
Jim Cummings, Keeper of the Silver Rods
Pete Curry, Keeper of the Moon Snake's Leash
Jason D'Angelo, Keeper of the Merry Abbatoir
d6, Keeper of the Endless Grudge

Love Dahlgren, Keeper of the Last True Pages
Jerry Daly, Keeper of Time's Aperture
Shanon Daly, Keeper of the Fire of Nal-K'aa
Stentor Danielson, Keeper of the Last King's Fear
Dave, Keeper of the Shrine of the Silent Pantheon
Rose Davidson, Keeper of the Dark Visage of Leon's Forgotten Year
Tom Davies, Keeper of the Glossary of Blades
Will Davies, Keeper of the Holy Seals Carved from Valoña's Bones
Alex Davis, Keeper of the Joyous Pit
Tim Davis, Keeper of the Ghost Cages
Kristen Davis-Owen, Keeper of the Whispering Menace
Imani Dean, Keeper of the Constantly Weeping Justicar
Joshua DeGagne, Keeper of the Sword of Aloester
Graymantle
Tim Denec, Keeper of the Crawling Portrait
Jacob Densford, Keeper of the Rusted Metropolis
Rob Deobald, Keeper of the Child Who Turns the Key
Aaron DeRosa, Keeper of the Silver Dragon's Second Heart
Joseph DeSimone, Keeper of the Secret that Allows Us to Sleep at Night
Steven desJardins, Keeper of the Black Between the Stars
Mark DesLauriers, Keeper of the Goblet of the Maudlin Priest
Simone Di Rubbo, Keeper of the Goddess in the Letters
DianaMoon, Keeper of the Bones of the Grey Rangers
Justo Diaz, Keeper of the Ruby Eyes of Olga the Sightless
Mark Diaz Truman, Keeper of the Clockwork Corvid
Steve Discont, Keeper of the Kingdom of Amanthi, as Captured in Miniature by an Unknown Sculptor
Fernando Dolande, Keeper of the Amber Crown of Good Queen Melys
Stuart Dollar, Keeper of the Blossomed Antlers
Ian Donald, Keeper of the Dying Grottoes
David Dorward, Keeper of the Fetid King's Ashes
Matt Doughty, Keeper of the Well of Immaculate Blood
Tim Dreier, Keeper of the Bone Crown of Old King Smule
Stefan Droste, Keeper of the Razor Grasslands
Alejandro Duarte, Keeper of the Throbbing Star
Rachelle Dube, Keeper of the Many-Named Treasure
Craig Duffy, Keeper of the Ash-Piety Subjacency
Ben Duggan, Keeper of the Tome of the Exalted Interrogator
Michael Dunn-O'Connor, Keeper of the Bone Golem of the Scrimshaw Pass
Mark Durrheim, Keeper of the Little Gravestone Doors
Herman Duyker, Keeper of the Beast Masks
Ryan Dziuba, Keeper of the Melody Glades
Eli Eaton, Keeper of the Stone Sparrow's Heart
Vincent Eaton-Valencia, Keeper of the Orc King's Quivering Regret
Harald Eckmüller, Keeper of the Invisible Mouth of Molek
Paul Edson, Keeper of the Secret of the Thousand Cuts
Mark Egelhoff, Keeper of The Cracked Mask of the Gilded Eel

Matthew Egger, Keeper of the White Bats of Good Queen
Jedra
Jonah Eisenstock, Keeper of the Golden Shroud
Kurt Ellison, Keeper of the Shining Sadness
Norm Elvin, Keeper of the Refined Rose Dust of Daar
Angúl
Joe England, Keeper of the Autumnal Princedoms
Epistolary Richard, Keeper of the Blood-Red Violin of
Lagethelin Muse-Taker
Tor Erickson, Keeper of Brother Elijah's Last Breath
Jennifer Erixon, Keeper of the Spider Tombs
Ricardo Esteves, Keeper of the One Who Sees Through
Clouds
Charlie Etheridge-Nunn, Keeper of the Unsolvable Riddle
Richard Evans, Keeper of the Milk Caves
Mitchell Evans, Keeper of the Blackbird's Brides
Amanda F., Keeper of the Cloud Baron's Ghost Zeppelin
Fabrissou, Keeper of the Apostate's Silvered Skulls
Fada Joe, Keeper of the Memory Circus
Colin Fahrion, Keeper of the Slaughtered Hearts
Luis Farebrother, Keeper of the Songs of Satyrn's
Sounding
FeITK, Keeper of the Urn that Holds the Ashes of the Red
Poet's Heart
Mark Fenlon, Keeper of the Undulating Brood of Clarissa
Dunlop
Mike Fedinando, Keeper of the Gaze, Adoring and
Wanton
Robert Ferguson, Keeper of the Mighty Thews
Scott Field, Keeper of Malvett's Living Dream
The Fifth World, Keeper of the Wisdom of Emerald
Nightmare
Klint Finley, Keeper of the Book of Marvels, Wired Shut
Forever
Finn, Keeper of the Spider Tombs
Andrew Fish, Keeper of the Path of Cenduwain
Rose-Whisperer
Asbjørn Flø, Keeper of the Ten Hidden Keys
Marcus Flores, Keeper of the Chromatic Gates
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Kevin Flynn, Keeper of the Vermin Chaplet
Justin Ford, Keeper of the Tilth Maven's Jaw Antler
Daniel Fowler, Keeper of the Unidentified Artifacts
Tom Fowler, Keeper of the Woman Who Witnessed the
First Murder
Josh Fox, Keeper of the Pitch-Black Sails
Minerva Fox, Keeper of the Knight of Mourning Lillies
Andrew Fox, Keeper of the Child Who Cannot Be Cut,
Though We Frequently Try
Lowell Francis, Keeper of the Black Quill
Francisco, Keeper of the Blood-Soaked Corridor
Brian Frank, Keeper of the Reflecting Pool of Galaurang
Blaise Freeman, Keeper of the Zombie Queen's
Pheromones
Michael Friese, Keeper of the Smoke Sylphs
furst77, Keeper of the Invisible Candle

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Hayley G, Keeper of the Selkie's Secret
Sean G, Keeper of the Woman Who Is Always Just Behind
You
Cory Garcia, Keeper of the Farmhand's Oracle Bowl
Angel Garcia Jimenez, Keeper of the Glass Bridges
Nicolás Garcia Lanza, Keeper of the Mossy Robes of the
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Bill Garrett, Keeper of the Child Who Has No Shadow
Zachary Garth, Keeper of the Ever-Burning Fury
Josh Gary, Keeper of the Windswept Plane of Dust
Charles Gatz, Keeper of the Last Words of the Drowned
Men
Rowan Gavin, Keeper of the Sentient Mist
Gary Gehrke, Keeper of the Nightmare Diadems
Gregory Gelder, Keeper of the Knight of Mums
Michele Gelli, Keeper of the Woman Who is a Nest for
Serpents
Walter German, Keeper of Galotta's Scarlet Dance
Joshua Gilbreath, Keeper of the Elven King Who Never
Was
James Gibson, Keeper of Beltherion Brightlord's Shadow
Daniel Gill, Keeper of the Vial of Dwarf Tears, Secret
Shame of Their Race
Jacob Gillam, Keeper of the Teeth of the Two-Tail Giants
Christopher Gmelch, Keeper of Lianore's False Lament
gnapo, Keeper of the Emerald Path
Raymond Goerke, Keeper of the Willow Crown of Old
King Celadon
Edgar Gonzalez, Keeper of the Iridescent Forest
Adam Good, Keeper of the Holy Blood Sponge
Matthew Gravelyn, Keeper of the Twelve Graven Images
Luke Green, Keeper of the Covert Tools of the Eight
Immortals
Christopher Grey, Keeper of the Lies of the Child
Kingdom
Greyhoof, Keeper of the Jale Putrescence
Derek Grimm, Keeper of the Spirit Discs
Tre Grisby, Keeper of the Broken God's Final Indignity
Andrew Gross, Keeper of the Fell Emperor's Last Breath
Paul Groudas, Keeper of the Rusted Crown of Old King
Murr
Derek Guder, Keeper of the Red Drums of Bellona
Matthew Gushta, Keeper of the First Oak
Lloyd Gyan, Keeper of the Seven False Smiles
Mark H, Keeper of the Blade of the One-Armed
Swordsman
Tony Hahn, Keeper of the Tongue of Gormakir the Cruel
Haiduc, Keeper of the Meat Orchards
Charles Hainsworth, Keeper of the Song that Sleeps in
the Shadows
Justin Hamilton, Keeper of the Last Tears They Shed
Noella, Keeper of the Tome of Forgotten Fae Remedies
hansbuetow, Keeper of the Echo Plantations
Michael Hansen, Keeper of the Shriven Monks Who Have
Lost All but One Mote of Hope
A.D. Hardman, Keeper of Volcar the Red's Obsidian
Hammer

Daniel Harkins, Keeper of the Midnight Court of Old Queen Rianne
Robert Harper, Keeper of the Golden Library of Anduul-Ran
Patrick Harris, Keeper of the Endless Spire
Bethany Harvey, Keeper of the Crying Mirrors
Andrew Hauge, Keeper of the Malefactor's Tender Heart
Matt Hayles, Keeper of the Child Who Cannot Cry
Rob Hebert, Keeper of the Leonine Sun
Blaise Hebert, Keeper of the Living Wick of Gautama's Candle
Michael Heiligenstein, Keeper of the Child Who Repeats the Numbers
Vee Hendro, Keeper of the Laments of the Awful Sea
Brett Hickinbotham, Keeper of Kultok's Bowl of Hollow Suns
Edward Hickcox, Keeper of the Bridge of Wanderers
Andrew Hicks, Keeper of the Hell of the Upside-Down Sinners
Bryanna Hitchcock, Keeper of the Blight Goat and Its Five Ever-Hungry, Ever-Gnashing Mouths
Kyle Hodnett, Keeper of the Secret of Clovis Stout-Hearted
Nick Hollingsworth, Keeper of Tarnat's Prayer for Peace
Danny Hood, Keeper of the Fabulous Fish Parade
Nicholas Hopkins, Keeper of the Passage to Dim Carcosa
Nicholas Hopkins, Keeper of the Space-Borne Memory that Creeps into Our Dreams
Jake Householder, Keeper of the Sky Tribunals
Logan Howard, Keeper of the Broken Blade
Stephen Humphreys, Keeper of the Puppeteer's Shadow
Ross Hunter, Keeper of the Serpent Sword of Master Iron-Wing Crane
Sid Icarus, Keeper of the Box Into Which We Dare Not Reach
Jay Iles, Keeper of the Ruined Legacy
Insanodog, Keeper of the Porcelain Lantern Which Shall Never Be Lit
insert quest here, Keeper of the Silver Light of St. Lannen the Pure
James Isaac, Keeper of the Blood-Soaked Corridor
Spencer Isdahl, Keeper of the Steel Blessing of Ares
Zachary Isom, Keeper of the Nameless Queen's Sobriquet
J.F., Keeper of Tolgath, Arm of the Emperor
Curt Jackson, Keeper of the Mandrake's Most Secret Spell
Adam Jacobson, Keeper of the Eagle Knight's Cloak
Sarah Jacobson, Keeper of the Lion Child Who Wails and Stings
Dana Jadzia, Keeper of the Current Between Worlds
Jake Rides Again, Keeper of the Woman Who Scrawls the Symbols
Jason, Keeper of Harmony Bleakwood's Pain Diary
Johan Jaurin, Keeper of the Laughing Chaos
David Jay, Keeper of the Red and Endless Tankard
Oli Jeffery, Keeper of the Hymnal of the Ultor Sacerdotes
Andrea Jelen, Keeper of the Rootless Forest
Scott Jenks, Keeper of the Gelid Offspring

Tim Jensen, Keeper of the Pilgrim's Forge
K Jeremy, Keeper of the Bloody Road to Bellet Osc
Jeremy, Keeper of the Egg of the Immortal Serpent
jestr, Keeper of the Skyward Mockery
David Johnson, Keeper of the Dragon That Shines Like Moonlight On Us
Jonathan, Keeper of Cold Glass Fragments from the Thorn Dragon's Spine
Jon Jones, Keeper of the Iridescent Ungulates
Josh, Keeper of the Lapis Mysteries
Justin, Keeper of the Nightmare Crèche
Neal Kaplan, Keeper of the Ceramic Moon Dials of the Terpsichore Witches
Stephen Karnes, Keeper of the Hare Skull and the Blue Candle
Kassidy, Keeper of the Flask of Sorrows
Katrina, Keeper of the Four Brides Married to Each Other And Themselves
Ralph Kemp, Keeper of the Crook'd Manse That Shelters the Salt-Shy Ooze
Joshua Kershaw, Keeper of the Conch Shell Horn of Nammu
Lucian Khan, Keeper of the Delightful Corpse
Colin Kierans, Keeper of the Blood Binding Chamber
Tomasz Kijas, Keeper of the Forest of No Return
Kimi, Keeper of the Silver Lotus Dust
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Andy Kitkowski, Keeper of the Scrolls of Heaven and Earth
David Kizzia, Keeper of the Six Keys of the Elements
Matthew Klein, Keeper of the Crystal Grotto
Daniel Klein, Keeper of the Many-Jointed Mud Mummer
Charles Klempay, Keeper of the Irresistible Mule, Luscious with Treasure and Fat
Nick Kline, Keeper of Sun Mother's Holy Mead
Julian Kluge, Keeper of the Key to Zee'Tha
Renee Knipe, Keeper of the Wayward Samurai and the Welcome We Gave Him
Ryan Knott, Keeper of the Locks without Key
Patrick Knowles, Keeper of the Violation Hymns
Jonathan Korman, Keeper of the Bleak Lady's Last Candle
Ilmari Korpi, Keeper of the Path of Cenduwain
Rose-Whisperer
Raghava Kovvali, Keeper of the Ten Corpulent Archons
Ben Kramer, Keeper of the Book of False Rituals
Mischa Krilov, Keeper of the Emerald Voice
Tamás Krisztin, Keeper of the Five Hundred Years Stolen Out of Time
Eike Kronshage, Keeper of the Chained Wolf, Herald of Nothingness
Chris Krueger, Keeper of the Four Mysteries of the Carnelian Empress
Taejas Kudva, Keeper of the Screaming Statuary
Tim Kuehlhorn, Keeper of the Grand Radiance
Dion Kurczek, Keeper of the Automata Philosophica
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman

Brian Kurtz, Keeper of the Law Library of Maedrovel Urosh
Eli Kurtz, Keeper of the Blade of the One-Armed Swordsman
Daniel Kusan, Keeper of the Child Who Has No Shadow
Marcy L,]Keeper of the One-Way Door
Ben L., Keeper of the Canoptic Guardians
Taylor LaBresh, Keeper of the Prismatic River
David LaFreniere, Keeper of the Six Questions
Wade Lahoda, Keeper of the Mountain Troll's Ever-Growing Hand
Ric Lanciotti, Keeper of the Sapphire Temple
Simon Landreville, Keeper of the Penumbra Phalanx
Jesse Larimer, Keeper of the Wisdom of the Eight-Legged She
Nathan Lawrence, Keeper of the Deep Riddle Dunes
Andrew Lawton, Keeper of the Child Whose Face is Naught but Eyes
Rolan Le, Keeper of the Starlit Tomes of Astromancy
Leckie, Keeper of the Pedigree of Two-Faced Demons
Petri Leinonen, Keeper of the Cavernous Bile Ducts
Jon Lemich, Keeper of the Star of Selem
Sean Leventhal, Keeper of the Revenant Chord
Rubin Levinson, Keeper of the Golem's Eyes
Brian Lewandowski, Keeper of the Prime Ascetic, Keeper of Nothing
David Lewis, Keeper of the Titan's Skull
Daniel Lewis, Keeper of the Unspeakable Fixation
Melissa Lewis-Gentry, Keeper of the Dolls of Old King Clay
Jason Li, Keeper of the Descendants of the Rain Wyrms
Vasilis Liaskovitis, Keeper of the Eighty-Seven Near-Silent Years
J.D. Lichauco, Keeper of the Silent Chimes
Erich Lichnock, Keeper of Golden Hammer of the Prince of Alternia
Shane Liebling, Keeper of the Unlearnable Alphabet
Christopher Lindström, Keeper of the Tabard of St. Jasmine the Blessed
Arnulph Lisieux, Keeper of the Winter Reverie
Tyler Lominack, Keeper of the Burning Pages
Eric Loren, Keeper of the Drowned Colossus
Eduardo Lorente, Keeper of the Chambers of Gentle Understanding
Bryan Lotz, Keeper of the Skull of the Wax Child
Kevin Lovecraft, Keeper of the Flesh-Bound Book
Benjamin Loy, Keeper of Evlaar's Glass Bellows
Ludo, Keeper of the Malign Mouth of Danjeel the Confessor
Hosea Lueke, Keeper of the Black Prism Protocols
Chris Lutes, Keeper of the Blighted Egg
Neil MacBeth, Keeper of the Atlas of Vanished Countries
Ryan Macklin, Keeper of the God Sarcophagi
Rory MacLeod, Srorrim Ni Nees Eb Ylno Nac Hcihw Taht Fo Repeak
Kira Magrann, Keeper of the Singing Serpent's Nest
Jeremy Mahr, Keeper of the Almanac of Leng
Steve Mains, the Keeper Who is Beyond Our Reach

Malex, Keeper of the Temple of the Golden Sky
Eric Maloof, Keeper of the Child Who is a Nest for Spiders
Josh Mannon, Keeper of the Twisted Teeth of Garthuul
Manu, Keeper of the Little Box with a Tongue and Mirror Inside
Michael Marciano, Keeper of Moonweaver's Celestial Cloth
James Marcucci, Keeper of the Child Whose Flesh is Burlap and Buttons
Todd Marion, Keeper of Twilight's Heartfelt Whispers
Aaron Marks, Keeper of the Skull Which Catches the Blood
Eugene Marshall, Keeper of the Last Flame that Burned in the Firmament
Kevin Marshall, Keeper of the Chains of the Nameless Kings
Mike Martens, Keeper of the Thousand Verses of Voe'huul
Keith Martin, Keeper of the Woman Who Screams the Prophecies
Blaine Martin, Keeper of House Fenderan's Fallen Banner
Robert Masella, Keeper of the Soothing Mists of St. Fenton the Merciful
J. Brandon Massengill, Keeper of the Lich-Bone Die
Michelle Matsutani, Keeper of the Golden God-Poppies
Colin Matter, Keeper of the Labyrinth Beneath the Sands
Mikel Matthews, Keeper of the Scarification Blades
Andru Matthews, Keeper of the First Murderer's Knife
Christine Maunsell, Keeper of the Alchemical Blade
Peter Mazzeo, Keeper of the Hell Rat's Army Below
Donogh McCarthy, Keeper of the Nine Dread Names
Jim McCarthy, Keeper of the Yellow Tree's Oozing Heart
Stephen McClanahan, Keeper of the Resonant Heartstones
Lee McDaniel, Keeper of the Crown of King Ahanu the Laughing
Tom McGrenery, Keeper of the Two Tongues
Anthony McIntosh, Keeper of the Chains of the Nameless One
Casey McKenzie, Keeper of the Pain Repast
Alex McManamon, Keeper of the Rainbow Shores
Lauren McManamon, Keeper of the Secrets of Quachil Uttaus
Benjamin A. B. McMullen, Keeper of the Sad Tale of Alvin Horoux
Ryan McNeil, Keeper of the Floating Flesh Monolith
Christo Meid, Keeper of the Tainted Feast
Daniel Mejia-Onat, Keeper of the Wind God's Lungs
Nery Mejicano, Keeper of the Magister's Chain
Alex Meltsner, Keeper of the Book of Infinite Zeroes
Michael Mendoza, Keeper of the Sleeping Pygmy
Darius Meskauskas, Keeper of the Unseen Moons
Corey Metcalfe, Keeper of the Most Delectable Wyrms Viscera
Johnstone Metzger, Keeper of the Toad That Refuses to Believe It Is Not. A Man
David Miessler-Kubanek, Keeper of the Meaning of the Valiant Child's Sacrifice

Darren Miguez, Keeper of the Boxes that Once Held Innocence
Mileur Le Plaine Marc, Keeper of the Pedantic Gnome's Joyless Ramblings
Kristopher Miller, Keeper of the Chain That Bound Desmond the Soul-Shattered
Luke Miller, Keeper of the Fruit from the Tree of Luck
Dustin K. Miller, Keeper of the Cult of Hyaenas
Cameron M. Miller, Keeper of the Nectar Which Shall Never Touch Our Lips
Jason Mills, Keeper of the Nameless Guilt of House Castafiel
Ainar Miyata, Keeper of the Corpse Pierced with a Hundred Blades
Moises, Keeper of the Sorrow of Morning Mist Castle
David Ariño Montoya, Keeper of the Algorithmic Tones
Christopher Moore, Keeper of the Five Poisons
Blaine Moore, Keeper of the Ancient Ungulate
Jim Morris, Keeper of the Darkstar Instruments
Harry Morris, Keeper of the Sebayt of Silver Dreaming
David Morrison, Keeper of the Tears of Lost Children
Elias Mulhall, Keeper of the Child Who Dies Each Night
William Munn, Keeper of the Wailing Queen's Almanac
Alex Murphy, Keeper of the Sympathetic Stiletto, Sticky with Eye Juices
Liam Murray, Keeper of the Teeth Tithings
Jonathan Myer, Keeper of the First Starlight
Dude Mysterio, Keeper of the Eyes of the First Pirate
Brent Naylor, Keeper of the Star Beyond the Veil
Tiphanie Neely, Keeper of the Phantom Penitents
Phillip Neitzel, Keeper of the Oculus Tenebris
Skyler Nelson, Keeper of the Child Dressed in Borrowed Skins
Adam Ness, Keeper of the Axe of Jeffery Bleakwood
Ren Neuhoff, Keeper of the Wind's Forgotten Songs
Ben Newland, Keeper of the Unlit Effigy
Ben Newland, Keeper of the Last Thought of the Last God
Joshua A.C. Newman, Keeper of the Bronze Glyphs
Chris Newton, Keeper of Where the Lone Wolf Sleeps
Jessica Niles, Keeper of the Horn that Echoes the Cries of the World
Sean Nittner, Keeper of the Wolves of Fall
Robert Nolan, Keeper of the Furtive Manikin
Adam Nordin, Keeper of the Vault of Atrocities
Candida Norwood, Keeper of the Everlasting Wound
nurdertim, Keeper of the Mechanical Mastermind of Havena
Nick O'Brien, Keeper of the Libidinal Journals of the Lust-Sages of Planet Zroth
Tyler Oden, Keeper of the Blessed Venom Sacs
Adam Oedekoven, Keeper of the Record of Fae Lineages
okokok, Keeper of the Carnifax of Hyluren
Johannes Oppermann, Keeper of the Temporal Rift
Oriflamme, Keeper of Moonpoison's Magnificent Hurdy-Gurdy
Justin Ortega, Keeper of the Midnight Palace
Timothy Osburn, Keeper of the Wyrms Black Lectionary

Ray Otus, Keeper of the Endless Page
Jen Overstreet, Keeper of the Wax Forest and All Who Must Remain There
Mike Panciera, Keeper of the Quay of Memory and Sadness
Maurizio Paoluzi, Keeper of the Bludgeons of Ecstasy
Thyme Paradox, Keeper of the Unspoken Oath
Will Patterson, Keeper of the Child's Dream
Chris Paul, Keeper of the Pungi of the Serpent Queen
Paul, Keeper of the First Seer of Anglemoore
Ivan Pawle, Keeper of the Merry Axe of St. Lucina the Mad
Wayne Peacock, Keeper of the Amber Horn of Heléthe
Pedro Pereira, Keeper of the Maggot Godling
Patrick Perkins, Keeper of the Vernal Extraction
Alexandria Permann, Keeper of the Moon Snake's Leash
Jonathan Perrine, Keeper of the First Particle From Which All Else Came
Ryan Perry, Keeper of the Drowned Tributes
Michael Petersen, Keeper of the Voidreaver Idol
Loren Peterson, Keeper of the Chronicle of Masks
Jan A. Petrykowski, Keeper of the Irresistible Sendings of Azzzurbal
Henning Pfeiffer, Keeper of Marcelline Murdoch's Porcelain Eye
Philippe, Keeper of the Sentry Pines
Justin Phillips, Keeper of the Wanderer's Prison
Dan Phipps, Keeper of the Ten Talons that Killed Terris'tla
Jason Pitre, Keeper of the Planar Pathways
Matthew Plank, Keeper of the Final, Cinnamon-Weakened Thought
Tun Kai Poh, Keeper of the Sacred Bees and the Honey of Salvation
Adrian Polegre, Keeper of the Temple of the Viridescent Wyrms
Leandro Pondoc, Keeper of Danelle Bleakwood's Blood-Stained Candelabra
Moe Poplar, Keeper of Unlit Forges from the War of Excess
Kurt Potts, Keeper of the City that Never Was
Julien Pouard, Keeper of the Phantom Penitents
Michael Prescott, Keeper of the Serpent Coil Throne
Devin Preston, Keeper of the Vermillion Embers
Scott Puckett, Keeper of the Six Hands of the Child
Lu Quade, Keeper of the Cloak of Logan Stormbreaker
Mike Quintanilla, Keeper of the Spagyric Manifolds
Robert Quintero, Keeper of the Library of Eidoloss
Michael Raichelson, Keeper of the Maddening Rhymes
Catherine Ramen, Keeper of the Blood-Stained Carnations
Ary Ramsey, Keeper of the Museum of Grotesques
Sawyer Rankin, Keeper of the Inevitable Kiss of the Grave
Johannes Rasmussen, Keeper of the Nine-Fold Edge
Vance E Rawson, Keeper of the Titan's Heart
Frank Reding, Keeper of the Land that is Naught but Salt and Mysteries
Alun Rees, Keeper of the Unlit Effigy
Gerrit Reininghaus, Keeper of the Voice of the Silent Emperor

Peter Reitz, Keeper of the Child Who Neighs and Her Sack of Dreaming Crickets
Jose Reta, Keeper of the Baron's Hidden Succor
David Rezak, Keeper of the Three-Headed Coin
Sam Richardson, Keeper of the Inscrutable Circle
Gina Ricker, Keeper of the Princess Whose Mouth is Filled with Bone and Blood
Ferrell Riley, Keeper of the Rodent's Wisdom
Tyler Rithmiller, Keeper of the Nine Protocols
David Rivas, Keeper of the Jale Dream
Maria Rivera, Keeper of the Crystal Shards
Mike Verso, Keeper of the Untouched Hoard
Paul Rivers, Keeper of the Sandstone Mysteries
Robbie, Keeper of the Feast of Fallen Stones
John Roberts, Keeper of the Sword of St. Muriene
James Robertson, Keeper of the Undying Voice
Richard Rogers, Keeper of the Fathomless Well
John Rogers, Keeper of the Leveraged Library
Philip Rogers, Keeper of the Manifest of the Ship of the Damned
Clarity Rose, Keeper of the Torment Gardens
Gerald Rose Jr, Keeper of the Mortician's Tesseract Heart
Jesse Ross, Keeper of the Broken Forge
Dylan Ross, the First Keeper
Darold Ross, Keeper of the Highest Ideals of the Bearded Sages of Tiger Mountain
David Rothfeder, Keeper of the Hull of the Void Hatred
RPG Kitchen, Keeper of the Plentiful Cauldron
Richard Ruane, Keeper of the Sacred Malignance
Bruce Rusk, Keeper of the Beast Crown of Old Queen Rhianne
Russell, Keeper of the Smoking Mirrors
Robert Ruthven, Keeper of the Hidden Moors
James Ryan, Keeper of the White Kettle Estuary
Blake Ryan, Keeper of the Words of Dissolution and Wonder
Blake Ryan, Keeper of Those Who Feel the Harrowing Eternity
Ali Ryder, Keeper of the Blood Archive
Scot Ryder, Keeper of the Brimstone Covenant
Ramanan S, Keeper of the Book of Old Supplications and Rites
Mark Sable, Keeper of the Eight Deaths of Gruta de Juxtlahuaca
SageZero, Keeper of the Meat Orchards
Marco Antonio Salazar Matamoros, Keeper of the Twilight Hunting Grounds
Marius Salisbury, Keeper of the Milk of the Serpent Queen
Greg Sanders, Keeper of the Fragrant Void
CJ Sands, Keeper of the Womb of a Thousand Sorrows
Chad Sansing, Keeper of the Constellation of Flame and Wine and Folly
João Felipe Santos, Keeper of the Order of the Crimson Knife
Alexi Sargeant, Keeper of the Blue Masquerade
Samuel Sarjant, Keeper of the Devil's Decoction
Sasha, Keeper of the Mistletoe Arrows of St. Aryndion
Ray Sawyer, Keeper of the Oblique Atlas

Ellen Saxon, Keeper of the Milk-White Putrescence
Mendel Schmiedekamp, Keeper of Grandmother Bleakwood's Recipe Box
Aniket Schneider, Keeper of Nine Rooks
Noah Schoenholtz, Keeper of the Almadin Eye
Daniel Scholler, Keeper of the Promise of the Jaguar Prince
Ana-Lena Schubert, Keeper of the Child Who Eats Her Own Fingers
John Schuhr, Keeper of the Sanctuary of the Endless Void
John Schuhr, Keeper of the Mind-Eating Source Code of the Old Gearhulks
Martin Schwartz, Keeper of the Yellow-Eyed Mask
Jeremy Scott, Keeper of the Brazier of Azad-Kan
Victor Segell, Keeper of the Crown of Good King Edwall
Eli Seitz, Keeper of the Ravenous Barrow
Sherman Sheftall, Keeper of the Impaling Tower of Old King Allonde
Rach Shelkey, Keeper of the Tomb of the Winter Khan
Mike Shema, Keeper of the Endless Fermentation of the Abyssal Grains
Alexander Shendi, Keeper of the Umbral Seamstress
Dan Shimizu, Keeper of the Child Who is Wreathed in Flame
Siddharta, Keeper of the Archlich's Last Breath
Asher Silberman, Keeper of the Basalt Crown of Old King Abadon
Aslan Silva, Keeper of the Unknowable Words
Rustin Simons, Keeper of the Buried Box Which Must Never Be Found
Fraser Simons, Keeper of the Neon Veil
Kyle Simons, Keeper of the Tome of Heroes
Samuel Slocum, Keeper of the House Without Doors
Matt Smith, Keeper of the Six Songs that Stain the Soul
Sean Smith, Keeper of the Stone Certificates
Scott Smith, Keeper of the Tenth Face of Kali
Anders Smith, Keeper of the Knight of Mourning Lillies
Adam Smith, Keeper of the Forest That Means No Harm At All
Oliver Smock, Keeper of the Blind Nightbird
smolghost, Keeper of the Canary Bridge and the Pact That Was Made There
Luiz Paulo Soares Ferraz, Keeper of the Violet Spectacle
Zak Soeria-Atmadja, Keeper of the Child Priest's Unholy Pestilence
Leonard Souza, Keeper of the Six-Legged Substance
Lonnie Spangler, Keeper of the Nine Temptations of Pest
Paul Spraget, Keeper of the Choir of Fallen Angels
Spenser Starke, Keeper of the Woodwitch's Wine Well
Enoch Starnes, Keeper of the Machine That Must Not Stop
Maciej Starzycki, Keeper of the Bone Reliquary
Stefan, Keeper of the Leporine Mausoleum
Lennart Steinke, Keeper of the Great Betrayal
Keith Stetson, Keeper of the Woman Who Mutters the True Name of God
Noah Stevens, Keeper of the Gilded Hour

Erica Stevenson, Keeper of the Forty Funereal Rites
Steven Stewart, Keeper of the Rose Warden's Garden
Vana Stillwater, Keeper of the Weightless Stone
Ryan Stimmel, Keeper of the Bronze Sea Tabernacle
Johannes Stock, Keeper of the Murk Pontiff's Geas
Slade Stolar, Keeper of the Crone's Black Verse
Jeremy Strandberg, Keeper of the Central Stone
Paul Strawser, Keeper of Unclaimed Souls
Matt Stuart, Keeper of the Ulfire Door
Aaron Sturgill, Keeper of the Melody Glades
Dwayne Summerfield, Keeper of Azurix, the Blue Dust Planet
Christian Svalander, Keeper of the Hidden Vortex
Jason Swank, Keeper of the Paper Feast
James Sweetland, Keeper of the Child Who Eats Her Own Fingers
Harrison Swift, Keeper of the Supreme Emperor's Anguish
Ben Swinden, Keeper of the Fell Cairn's Melancholy
Alexander T G, Keeper of the Deed to the Ten Hells
John Taber, Keeper of the Song that Longs to Die
Andrew Tapp, Keeper of the Cannibal King's Ancillary Carnassials
Michael Taylor, Keeper of the One Who Grinds Your Skin
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